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132 PAGES

CUBE™



THE UK'S BEST GAMECUBE MAGAZINE

NO.11

FEATURING

WORLD EXCLUSIVE REVIEW!

TIME SPLITTERS 2

Can it really be better than GoldenEye? Oh yes...

8-PAGE HANDS-ON!

STARFOX ADVENTURES

Rare's greatest gaming moment... **IN-DEPTH**
**£5
GAMES
VOUCHER
INSIDE!**

BEAT-'EM-UP SPECIAL!

LET'S TAKE IT OUTSIDE!

GameCube knocks the competition for six... **FEATURE**

METROID PRIME

PRIMED! Girls just wanna have fun... and big guns!



BOUNTY HUNTER

BLASTED! Stuff the 'Force.' This one takes real skill!



DIE HARD: VENDETTA

YIPPEE! Revenge has never tasted so sweet!



MICRO MACHINES

MINI! It's what you do with it that counts...



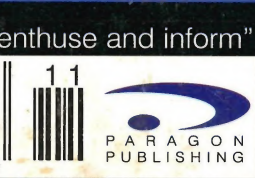
SUPER MONKEY BALL 2

FRANTIC! A whole new world of furry fun!



TUROK: EVOLUTION

ANCIENT! The dog's or a dog? Find out here...



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"excite, enthuse and inform"

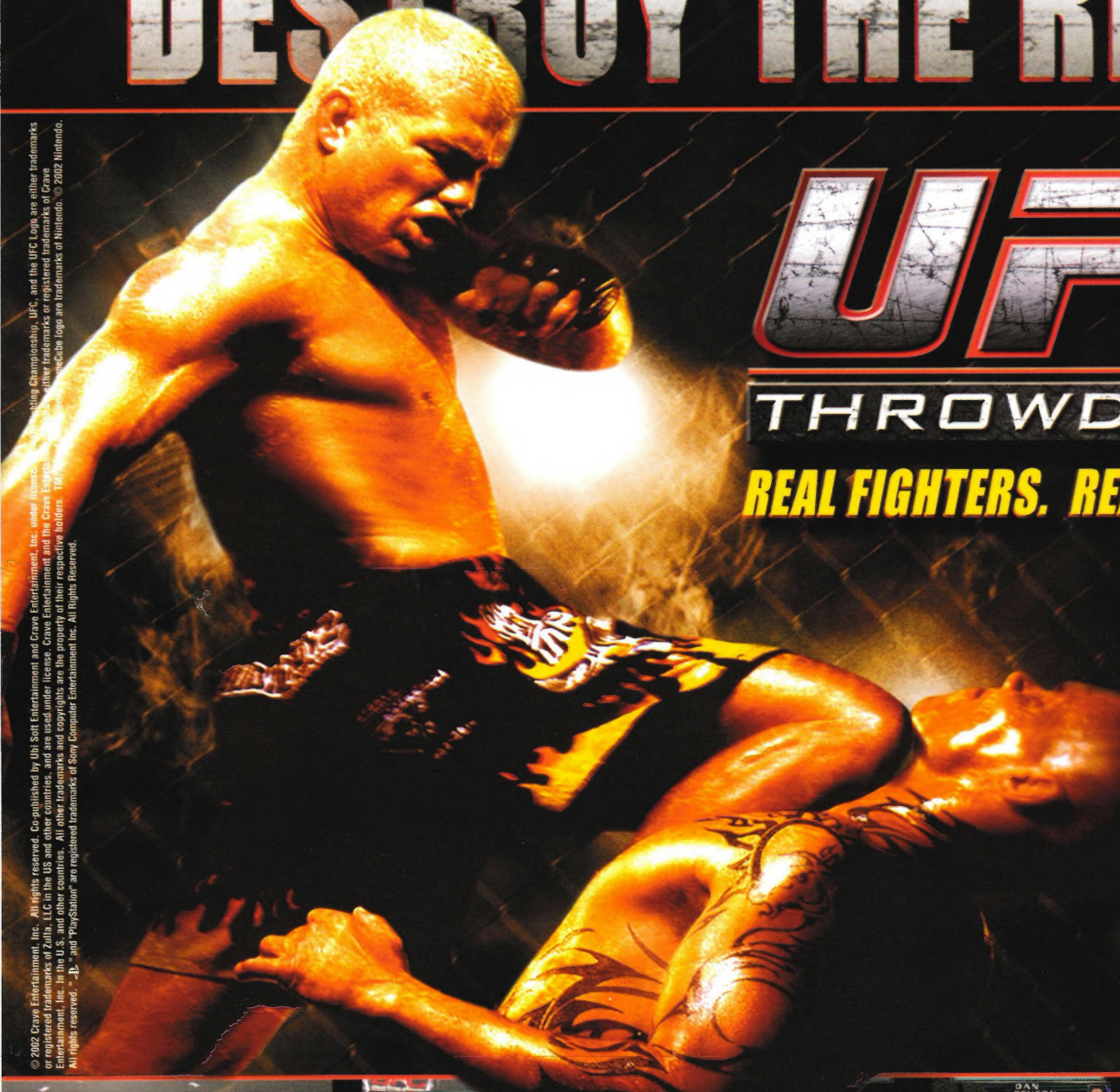


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WELCOME

IF YOU OWN a GameCube and have been buying **CUBE** for some time then the chances are pretty high that you might have heard of a little game called *GoldenEye*. Developed by Rare, it became the benchmark by which all other first-person shooters were judged. To own it was to be consumed by it and when Rare finally released the unofficial sequel, *Perfect Dark* we were initially thrilled then slightly bemused by a game that didn't quite live up to our huge expectations.

Of course, we never expected to see the likes of *GoldenEye* again. We never thought that anyone could outdo a game that is so fondly remembered by so many. However, that's about to change. Certainly all who played it, invited friends over for a 'sesh' or those whose first experience of the N64 was that very game will remember *GoldenEye* fondly. But it's time to move on as there's a new contender for the crown and its name is *TimeSplitters 2*. No upstart this, developed by Free Radical, which comprises of team members who were involved in the development of *GoldenEye*, this is the first-person shooter that we've all been waiting for. What's more, in spite of the lack of Bond license, it feels and plays much like its cousin and it's faster, bigger and arguably better. Thanks to the sheer grunt of the GameCube, *TimeSplitters 2* looks stunning and whilst some might baulk at the fact that it's not GameCube exclusive we at **CUBE** couldn't much care – when a game looks and plays this well we don't care what other

systems it appears on. To my mind, this is the first game to appear on the GameCube that offers genuine longevity, a game that we can guarantee will have you coming back for more, whether it's to try to crack the Hard mode, enjoy a spot of co-operative play or show off to your mates the new levels that you have designed for the multiplayer. *TimeSplitters 2* has it all, which is why we beat off the competition to attain the exclusive review for you. Oh, we've also reviewed *Turok Evolution* as well... Anyway, just buy *TimeSplitters 2*, okay?

Elsewhere, you'll find *Super Monkey Ball 2* reviewed exclusively, more new shots of *Metroid Prime* that you haven't seen anywhere else and a massive, a final look at Rare's last game for the GameCube plus a whole heap of other good stuff that only **CUBE** can deliver... Enjoy!

Simon Phillips
Group Editor

AT A GLANCE

The only GameCube magazine that you'll ever need...

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CUBE

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Put away GoldenEye, there's a new king of the shooters in town!

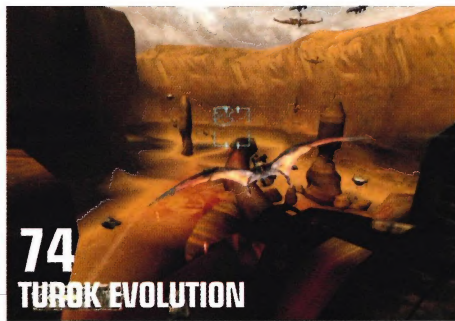
TIMESPLITTERS 2

The world's biggest Nintendo GameCube magazine!

CRASH BANDICOOT
49



74
TUROK EVOLUTION



⌚ One of the most hyped games ever finally gets released. Is it Dino-tastic or just plain prehistoric?

➡ It's clobbering time as Rocky Balboa fights his way to the top.



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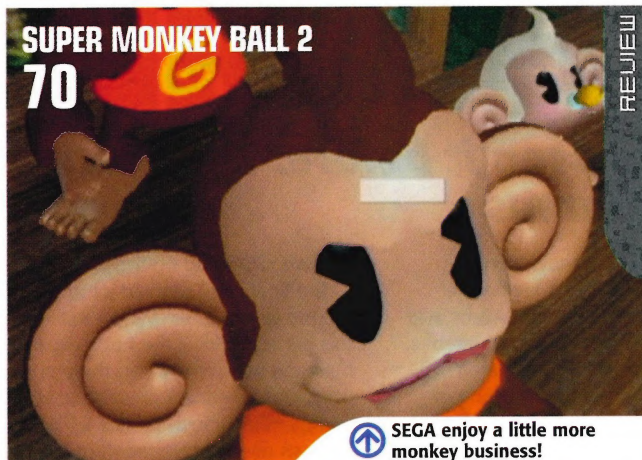
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METROID PRIME 06



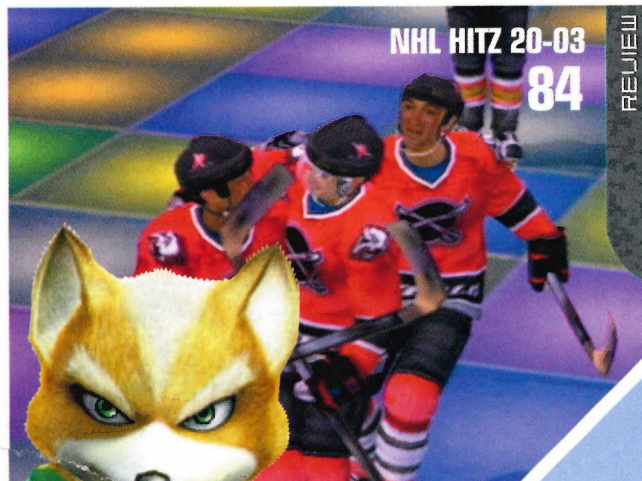
Can you handle even more explosive shots?

SUPER MONKEY BALL 2 70



SEGA enjoy a little more monkey business!

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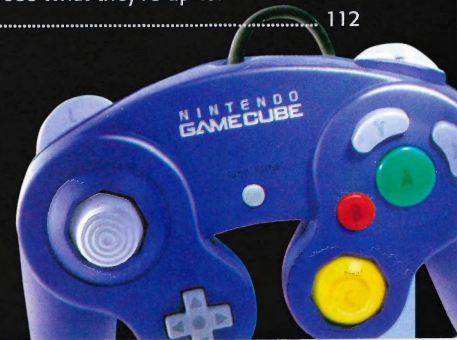
FEATURES

LET'S TAKE IT OUTSIDE

Everyone loves a good scrap and we show you why the GameCube is no exception.

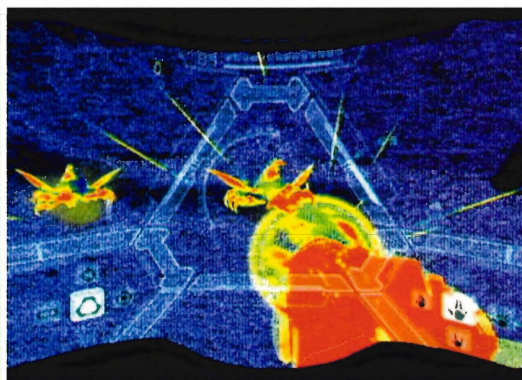
STUDIO EYE

No developer is safe from our prying eyes. This month we check out Hot Gen to see what they're up to.





⬆ Lightning strikes! Here at CUBE, we've NEVER seen weather effects this good...



CUBE

⊕ INFORMATION

METROID PRIME

PUBLISHER: NINTENDO

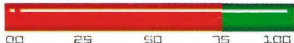
DEVELOPER: RETRO STUDIOS

ORIGIN: US

GENRE: FIRST PERSON ADV.

PLAYERS: 1

PERCENTAGE COMPLETE



⊕ AT-A-GLANCE

■ ENORMOUS BOSSES

■ REAL-TIME WEATHER EFFECTS

■ EXPANSIVE LEVELS

■ GORGEOUS LIGHTING

■ MULTI-FUNCTION WEAPONS

RELEASE DATES



METROID

Girl Power as you've never seen it before. The Spice Girls ain't got nothing on Samus.

IT'S AMAZING HOW much of a frenzy we got into over two levels of *Metroid Prime*. Yes, that's right – nearly every screenshot that we have seen so far has been from one of two levels. We were starting to get a little concerned as the game is due to launch in a matter of months but Nintendo's recent Gamer's Summit in the US enabled us to play through a bunch of new action-packed levels. Boy, were we impressed! The four new areas are just as polished as the E3 demo (if not more so) and featured elements that we hadn't see before. The most impressive new addition has to be the weather effects. The GameCube's inbuilt particle abilities allow it to produce the most convincing rain and

snow ever seen. The snowstorm is especially impressive – imagine the outside scenes from the film *Aliens* and you'll begin to understand how intense the storm is. The surrounding area is a barren, arctic wasteland consisting of giant, icy platforms. It's here where Samus must use her double jump technique – again, a feature that we hadn't seen before.

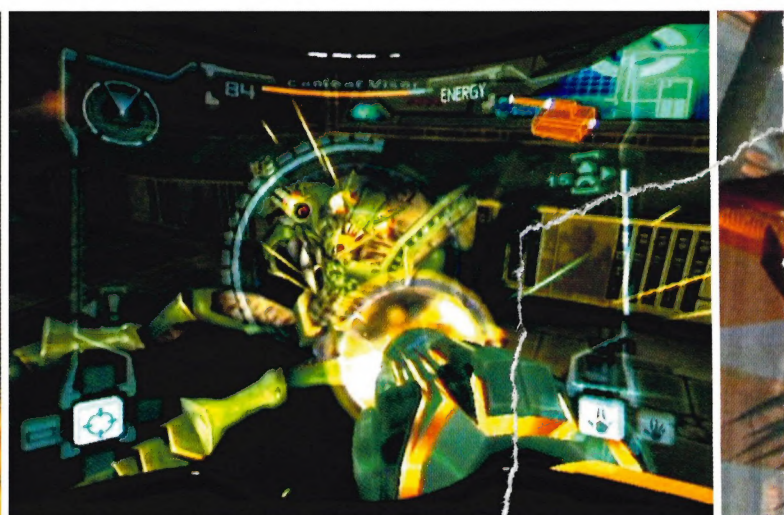
Another level (it appeared to be the depths of the Space Station from E3) took us into a furnace area. 30-foot long worms occupy the molten magma and it's here that we find another of Samus' new weapons – the Multi-laser Cannon. The worm's napalm breath is no match for the heat-seeking weapon upgrades

that we picked up on the way.

The final level allowed us to play around with Samus' Morph Ball mode. In this particular level the huge gaps between platforms mean there is no other way of getting around (unless Samus miraculously finds a jet-pack) and you can use your momentum to gain height on what can only be described as a half-pipe. There are two specific Morph Ball attacks that can be used to get around – the Magnetic Pulse will either disable circuits (thus opening doors) or hold you in position, while the bombs will help you to gain access to certain blocked areas.

It's certainly reassuring to see that the rest of the game is progressing as well as

**CUBE
NEW
SHOTS**

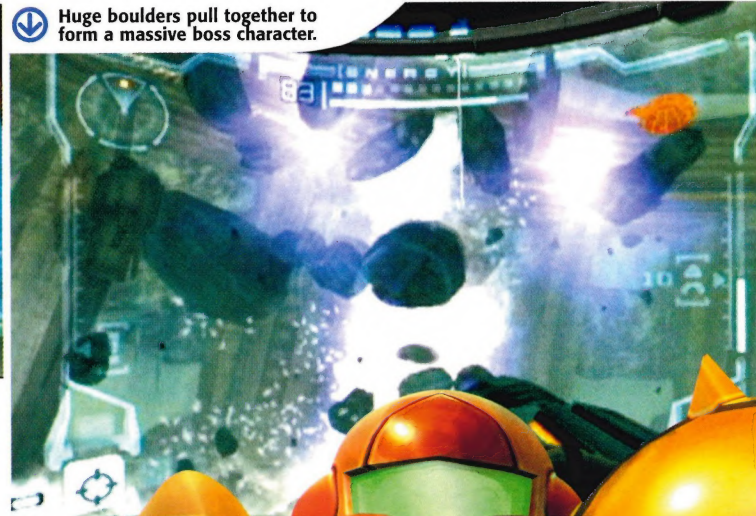


"NINTENDO HAS CONFIRMED
THAT METROID PRIME WILL BE
COMPATIBLE WITH THE GBA"

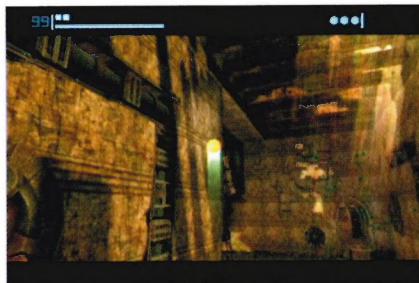
UP FRONT
METROID PRIME



⬇ Huge boulders pull together to form a massive boss character.

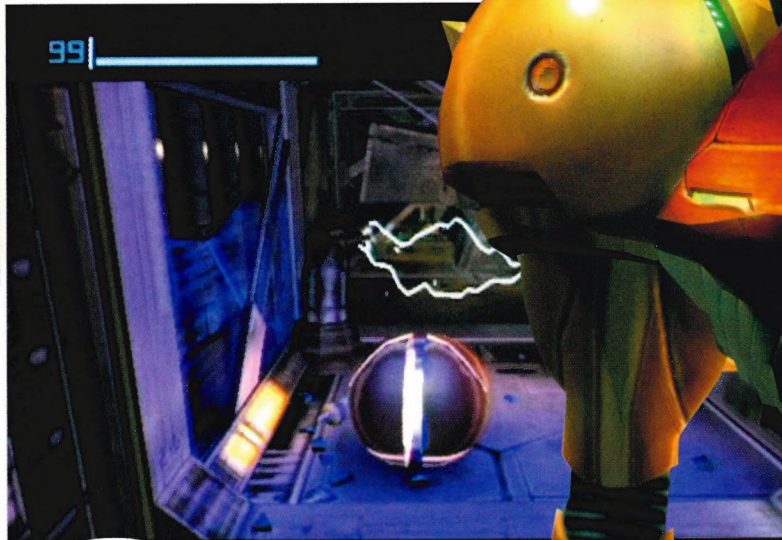


PRIME



initial demos suggest. Despite the plethora of special effects and the polygon-intensive scenery, the action runs at a constant 60fps. Some have complained about the lack of enemies in the game but *Metroid Prime* isn't *Halo*. It's an adventure game with a twist and we can't wait to get our hands on the finished code. Oh, we almost forgot... Nintendo has officially confirmed that *Prime* will be compatible with *Metroid Fusion*. Excited? We certainly are!

CUBE



⬆ The Morphing Ball sections involve puzzle elements.

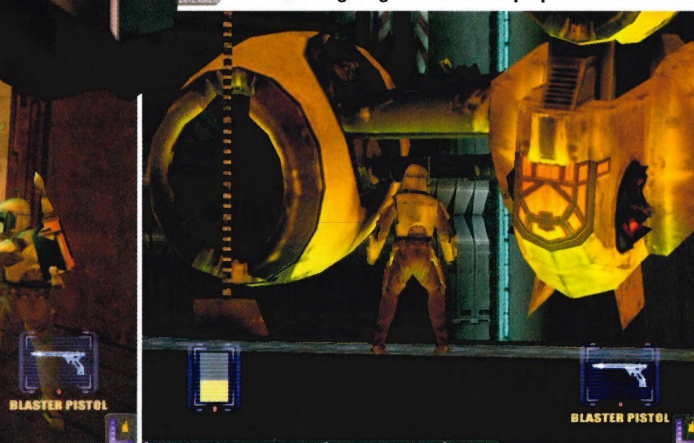


007

CUBE



... and you thought Lara Croft's twin targeting was cool? Keep up with the times.



CUBE

INFORMATION

STAR WARS BOUNTY HUNTER

PUBLISHER: ACTIVISION

DEVELOPER: LUCASARTS

ORIGIN: US

GENRE: SHOOT-'EM-UP

PLAYERS: 1

PERCENTAGE COMPLETE



AT-A-GLANCE

■ PLAY AS THE INFAMOUS HUNTER

■ USE TONS OF DEADLY WEAPONS

■ SET IN THE STAR WARS UNIVERSE

■ NON-LINEAR GAMEPLAY

■ IND. LIGHT & MAGIC CUT-SCENES

RELEASE DATES



Q2 '03



TBA



Q1 '03

STAR BOUNTY

The Force goes out the window as LucasArts presents a fighter born of pure skill...

THIS IS GOING to be special... very special. Ever wondered what it was that Jango Fett did on a day-to-day basis? So maybe today he tried to assassinate Miss Amidala, but what will he do tomorrow? *Star Wars Bounty Hunter* enables you to take control of Jango Fett's life, which

basically comprises of doing other people's dirty work for a substantial fee.

Taking the form of a third-person shoot-'em-up, you'll be given the chance to explore 18 levels across 6 completely different worlds. Bounties normally come in the form of

known felons, dodgy smugglers, or even innocent people that have managed to annoy someone – it's not your job to be choosy though. You have to be a man of no moral values to be a bounty hunter. Whatever the boss says goes, as long as they're paying you enough. Your scanner

**"ABANDON YOUR MORAL
VALUES - THE GENERAL PUBLIC
ARE EXPENDABLE..."**

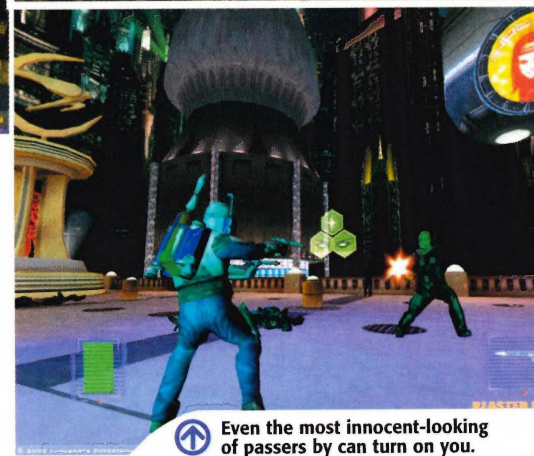
UP FRONT
STAR WARS BOUNTY HUNTER



**CUBE
GAME
TO WATCH**



With months of development time still to go we can't imagine it looking any better.



Even the most innocent-looking of passers by can turn on you.



WARS HUNTER

will pick up anyone who has a price on their head and sometimes you'll have two in an area at once. That shouldn't cause too much of a problem though. If you're chasing one when a more tasty proposition turns up, you can simply break off your current attack. Speaking of attacks, Jango has everything under the sun tucked away in his armour. All sorts of scanning devices allow him to search dark and dingy

alleyways for life. Once found he can choose the intensity of his attacks depending on what the bounty conditions require. Some bounties have to be delivered alive and in these situations a stun grenade or a whip can be used to render your foe helpless but alive. Alternatively there's always the twin blaster (lock onto two enemies at once), the flamethrower and the standard grenades.

Jango's livelihood depends upon him keeping a low profile, so alarming members of the public is a big no-no. For this reason it may be necessary to take out members of the public just to keep them quiet.

With Industrial Light and Magic doing the cut-scenes and Skywalker Sound providing the audio effects, this is going to be one hell of an experience!

CUBE

009

CUBE

GCN

GAMECUBE NEWS

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AT A GLANCE

MIXED BLESSINGS

Three million GameCubes and 100 games in Europe by Xmas, but where's *Metroid Prime*?



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CREEPY CRAWLIES FROM HELL

Biohazard Zero takes us back to nature as we chat to Minami-san and go hands-on with the trial version.



PAGE 012-013

LOOK! NO ARMS!

New shots from *Rayman*'s third adventure prove that prune juice and Murphies do mix.



PAGE 014-015

DEVELOPER DIARY

The first part in a new series of insider articles that follow the development of horror game *Asylum*.



PAGE 016-017

STOP PRESS!!

Last minute, official confirmation of the Rare news that none of us wanted to hear. Oh, and some free stuff.



PAGE 018-019

TOTALGAMES.NET

Check out the latest on the forums, international sales charts and what we're playing at CUBE Towers.



PAGE 020-021



MIXED BLE

100 titles for Christmas but no *Metroid* until 2003



ECTS CAME AND went this month without too much to say for itself from a major announcement point of view, and for a second year running Nintendo chose not to attend. The last time the big N had a stand was at ECTS 2000 where legendary games designer Shigeru Miyamoto made a rare appearance. Last year Nintendo held its own event The Nintendo Show, in Westminster. This year Nintendo opted to hold a rather low key 'Nintendo Breakfast' in Piccadilly. With no earth-shattering announcements to make there was really no point in Nintendo of Europe holding a larger event and the bacon rolls and *Metroid/StarFox/Mario/Zelda* pods kept most people happy.

Nintendo held its mini-conference in a *Big Brother* style, with David Gosen (MD Nintendo Europe) and Charles Martinet (the voice behind Mario and other characters, pictured left) being questioned by an invisible voice. Though there was nothing major to announce the conference was full of good news nonetheless. As we have already

"METROID PRIME WILL NOT BE RELEASED IN EUROPE UNTIL JANUARY AT THE EARLIEST"

SSINGS

reported, GameCube managed to achieve one million sales in just 11 weeks throughout Europe. By the end of 2002 Nintendo aims to have three million machines in European homes, an impressive figure by anyone's standards, and it will keep the solo hardware packs at their current price. Despite price cuts to £159 and £169 for Xbox and PS2 respectively, Nintendo sees no reason to reduce the price of the GameCube and quite frankly, neither do we. Instead, NoE will introduce hardware bundles into the market starting on 4 October with the *Super Mario Sunshine* bundle. For £169 you'll get the machine, a pad, a *Memory Card 59* and a copy of the game. The final announcement came in the form of a promise that there would be 100 titles on the shelves by Christmas – we've listed the important ones on these pages.

Despite all this good news David Gosen and gang managed to keep very quiet about two issues, which CUBE sees as very important;

namely *Metroid Prime* and the whole online issue. We can now reveal that *Metroid Prime* will not be released in Europe until January at the very earliest. As far as Nintendo is concerned there are simply too many games coming out within arms' length of each other and the slight delay will give the other games a fair chance. We admit that it's annoying but in reality it is only being delayed by a month or so. The GameCube-compatible *Metroid Fusion* (GBA) will still be released on 22 November. As far as GameCube online is concerned, don't expect anything for a long time. Modems have just gone on sale in Japan to go with the release of *Phantasy Star Online Episodes I+II* but Europe will be lucky to see anything until 2004... if ever. Nintendo's reasoning is a valid one from a business perspective (lack of demand/availability of a decent service/price of calls) but hopes were high that it would see *Xbox Live* in Europe as major competition and get its arse in gear. Obviously not...

CUBE



PACKED LIKE SARDINES

A few changes then but a jam-packed Christmas all the same!

GAME NAME	GENRE	DATE
TUROK EVOLUTION	SHOOT-'EM-UP	27 SEPTEMBER
SUPER MARIO SUNSHINE	ADVENTURE	4 OCTOBER
SMS HARDWARE BUNDLE	ACCESSORY	4 OCTOBER
TIMESPLITTERS 2	SHOOT-'EM-UP	11 OCTOBER
NFED FOR SPEED: HOT PURSUIT 2	RACING	25 OCTOBER
ETERNAL DARKNESS	PSYCHOLOGICAL HORROR	1 NOVEMBER
STAR WARS: THE CLONE WARS	SHOOT-'EM-UP	8 NOVEMBER
DIE HARD: VENDETTA	SHOOT-'EM-UP	8 NOVEMBER
HARRY POTTER TCDS	ADVENTURE	15 NOVEMBER
STARFOX ADVENTURES	ADVENTURE	22 NOVEMBER
WAVEBIRD	ACCESSORY	22 NOVEMBER
MARIO PARTY 4	PARTY PUZZLER	29 NOVEMBER
TONY HAWK'S 4	SPORTS	29 NOVEMBER
007: NIGHTFIRE	SHOOT-'EM-UP	END NOVEMBER
FIFA FOOTBALL 2003	SPORTS	END NOVEMBER
WARIO WORLD	ADVENTURE	6 DECEMBER
METROID PRIME	ADVENTURE	END JANUARY
LEGEND OF ZELDA	ADVENTURE	END MARCH
GAMECUBE ONLINE	DREAM	1 APRIL 2010



CUBITES

THE TASTIEST MORSELS
OF INFORMATION FROM
THE WORLD OF NINTENDO

Gamers' Paradise

GAMESPHERE



Forget the battle of the consoles - the 2-bit Nintendo GameSphere just won. This state-of-the-art entertainment system makes the 'ex-box' look like a lunchbox, and takes the 'PS' out of the PS2.

SPOOKY SPOOF

Capcom has created a spoof Web site to go with the launch of Resident Evil in Europe. www.adultsgetscaredtoo.com features quirky items such as shark cages and GameSpheres. Definitely worth a visit.

PEANUT BRAINS

Five people have had their names changed to 'Turok' by deed poll as part of a marketing campaign by Acclaim. The lucky (?) participants won £500, an Xbox and a copy of every Turok game.



EA CATCHES UP

EA has finally admitted that Medal of Honour: Frontline is coming to GameCube in December. Hate to say we told you so but, erm, we told you so... way back in issue 3, actually.



BOWLED OVER

Nintendo broke a world record this month by cooking the biggest bowl of edible pasta ever. The previous record stood at just over 2,500lbs but Nintendo managed a whopping 2,700lbs. Cor blimey, guv!



What kind of an idiot takes on a 50-foot long centipede with a weedy pistol?

CREEPY CRAWLIE

Biohazard Zero takes us back to nature

WITH CAPCOM'S LATEST

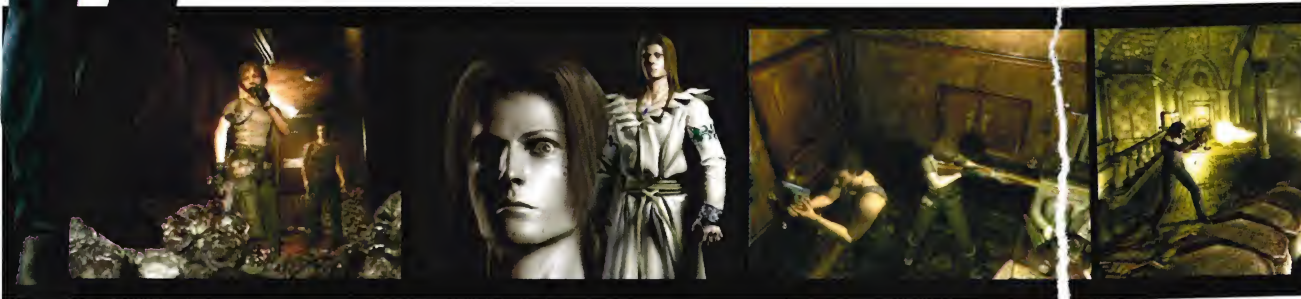
survival horror due to terrify Japanese gamers in a month's time a trial version of the game featuring roughly 30 minutes' worth of gameplay has been released. Naturally **CUBE** has played the demo to death and we're here to bring you our first impressions.

The demo starts you off on the Ecliptic Express, a train owned by the Umbrella Corporation. Rebecca can see her partner Billy in the next carriage but the door between them is locked. For the time being you are in control of Rebecca and must find a way of opening the door. At any time you can tap the X button to 'zap' between the two characters but

you'll have to solve the key puzzle to get them both together. One of the first things you'll notice is that the 180° spin has been removed from the C-Stick and is now performed by pressing down and the A button at the same time. The reasons for this will become obvious a little later. You'll also immediately notice that the animation and enemy AI has been changed. The dogs now have a wider range with their attacks and will still scratch you even if they don't hit you dead on.

After solving the key puzzle you'll meet up with the other character and it's here that the true innovation starts. Tapping Z allows you to either make the other character stay where they

are or follow you. The inventory screen is where all the partner options are. In a similar style to *Secret Of Mana* (SNES) you can make your partner attack or stand back, be it computer controlled or manually controlled. Obviously you can't manually attack with both characters but you can choose to move the other character out of the way (to a better attack position or just to relative safety) via the C-Stick. Further options allow you to exchange items between characters. This can be done in real time when the characters are together. If you're apart then you can drop items for your partner to pick up later. Items such as ammo can be divided up, so if you bunch your



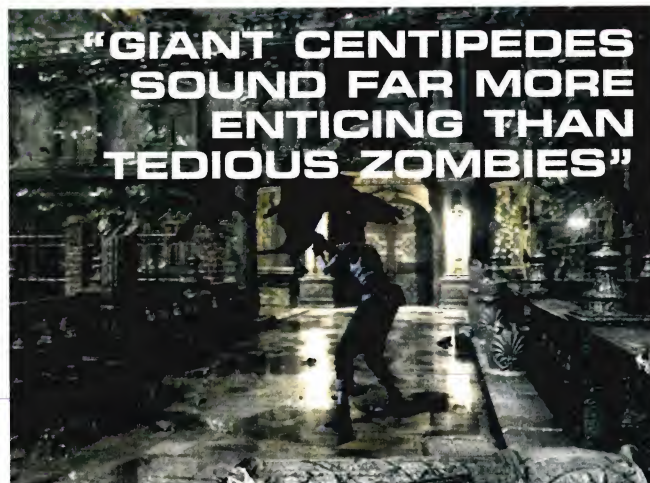


S FROM HELL

shells together for one character it doesn't mean you have to give the whole lot to your partner.

As well as the demo, Capcom recently released screenshots of some of the new enemies in the game. We exposed you to the scorpion boss in issue 9's huge In-Depth but there are far more gruesome creatures waiting in the darkened corners. One example is the massive centipede that occupies one of the disused warehouses. There are also rooms full of egg sacs containing mutated leaches. Most mysterious of all is the new character who resembles Sephiroth from *Final Fantasy VII*. Nothing is known about him but he's definitely not on your side and is most likely *BZ*'s equivalent of the Tyrant.

BZ is looking fantastic. The partner system works really well



and the team has worked hard to make sure there are no instances where characters get stuck behind objects. Expect the full review in issue 13.

CUBE

CUBE THINKS... FIRST IMPRESSION

■ We were a little worried that yet another *Biohazard* game would be a step too far, but the truth is that the demo had us just as hooked as any other AAA title. The fact that the series is being made more organic is good news – the humanised direction in which *Biohazard 3* was taken didn't do much for us and the idea of huge bugs and the occasional zombie is much more enticing. Not long to go now...

CUBE

IN THE CUBE WITH...



TETSUYA MINAMI

NAME: TETSUYA MINAMI
POSITION: PRODUCER, *BZ*
COMPANY: CAPCOM

CUBE: Was there anything that didn't end up making it into *Biohazard Zero*?

TM: Well, you could go on and on adding things to games but at some point you have to give the game to the gamers (laughs). If I had more time there would be other things that I would add but everything I wanted to put in the game is in there.

CUBE: Did you ever consider changing the control system for *BZ* or was it always going to follow the traditional style?

TM: The *Biohazard* games have a massive fan-base and it would be dangerous for us to change the controls drastically. Besides, I think the control system adds to the atmosphere. We did add the analogue stick compatibility for the GameCube version.

CUBE: What other survival horror games are you a fan of?

TM: I enjoyed playing the original *Alone In The Dark* on PC. It definitely inspired me but *Biohazard* has more action in it.

CUBE: What new enemies can we expect from *BZ*?

TM: I have tried to move away from humans where I can – we are trying to be more organic with the enemies, so you can expect more animals and plants. This will be the theme of the enemies this time.

CUBE: Did you ever consider going with 3D environments for *BZ*?

TM: As you know we developed a new technology for *Biohazard Remake*, which used animated backgrounds with real-time rendering. We wanted to perfect the technology with *Biohazard Zero*.



IN THE
CUBE
WITH...

AHMED BOUKHELIFA

NAME: AHMED BOUKHELIFA
POSITION: PROJECT MANAGER
 RAYMAN 3
COMPANY: UBI SOFT

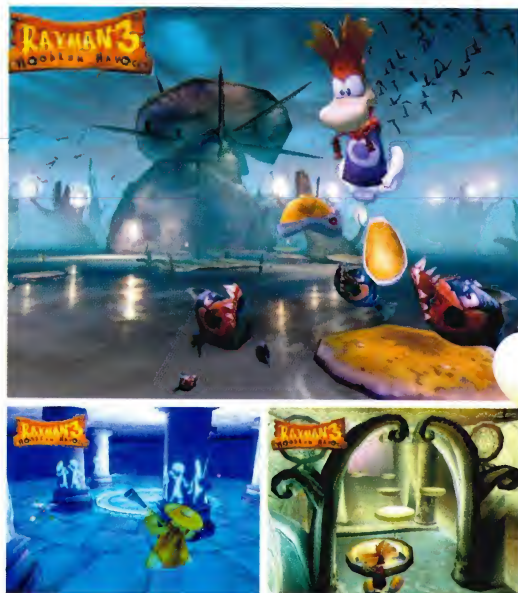
CUBE: How is *Rayman 3* coming along?
AB: The GameCube version is currently running very closely behind the PS2 version and both should be out in time for March '03.

CUBE: *Rayman 2* pushed the N64 to its absolute limits. Will the sequel do the same for the GameCube?

AB: Well, the game has been in development for three years now and it has always been our intention to push the game as far as we can. *Rayman 3* is looking very good and we can run it at 60fps. What I can say is that the PS2 version looks amazing so if we can make the GameCube version look better that really will be something. At the moment we are trying to get the main engine finished; then we start optimising it for the strengths of the platform.

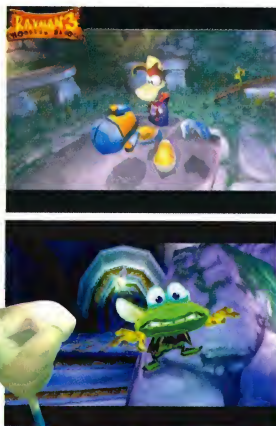
CUBE: Will there be any GameCube-specific features?

AB: We now have a team working specifically on the GameCube version and they are finding ways of enhancing the gameplay by making the game compatible with the GBA version. We're making it so that you can have mini-games, which can be for up to three players. Maybe one person could be playing the main game and one person could be playing the GBA mini game, which would go some way to helping the main game.



LOOK! NO

Proof that prune juice and Murphies do mix.



CONSIDERING THAT RAYMAN was due to return to our screens before the end of the year we've seen surprisingly little of him. All was explained just before we went to print though with Ubi Soft's announcement that the game will now be released in March '03. With that in mind we can say that Rayman's latest adventure is looking very pleasing. Continuing in the style of the N64 game, *Rayman 3: Hoodlum Havoc* sees the limbless hero running, jumping and swinging his way through beautifully textured fantasy worlds. *Rayman 2* really brought out the best in the N64 and

hopefully the sequel will do the same for the GameCube.

Making a star appearance in the game is Globox, who has survived from the last game where he was a useless lump of a creature. This time around he has managed to make his family proud by swallowing (doh!) the Dark Lum Lord. Surrounded by lethal acids and three-inch stomach walls the evil overlord is contained inside the unlikely hero... so long as he's constantly sipping on a glass of prune juice (look, we didn't write the storyline ok!). We assume this means that Globox will be on your tail





ARMS!

for the whole journey while you find enough prune juice barrels to keep his stomach happy. Also along for the journey is a fly by the name of Murphy. Rayman is challenged when it comes to stealth missions – the bright, white gloves and huge, yellow ears tend to garner unwanted attention – so old McFly/Super-Fly/whatever is a welcome addition to the team. Being small and fast he is able to zip past dozing security and get the low-down on any enemy camps. This inside information will help Rayman to plan out a route that won't result in a whole ton of Hoodlums firing in your direction at the same time.

When Rayman does come across an enemy he'll have a new fighting system at his disposal. *Rayman 2* borrowed heavily from *Ocarina Of Time* with its 'Z Targeting' system and it would make sense to stick to the basics of this tried and tested system. New additions include specific enemy weaknesses rather than the previous game's 'just keep firing' tactics. There will also be a larger variety of enemies after you – the Hoodlum army is only the start...

Once again *Rayman* looks like it will be a success by providing an alternative style of platforming to *Mario* – one that has a charm all of its own.

CUBE



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CUBE Magazine



DIAL THIS NUMBER FOR A CHANCE TO WIN!!

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What is the name of Sega's Blue Hedgehog?

a) Mario b) Lara Croft c) Sonic

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CUBITES

THE TASTIEST MORSELS
OF INFORMATION FROM
THE WORLD OF NINTENDO

BUSTED!

French publisher UbiSoft has announced plans to bring manic puzzler Super Bust-A-Move 2 to GameCube. The title will ship in the US in December so we can expect it sometime in the New Year.

LEAD THE WAY

Quirky eat-'em-up Animal Leader will be coming to the west after all, although it will see a name change to 'Cubivore'. Atlus will bring the game to the US but no PAL plans have been revealed just yet.



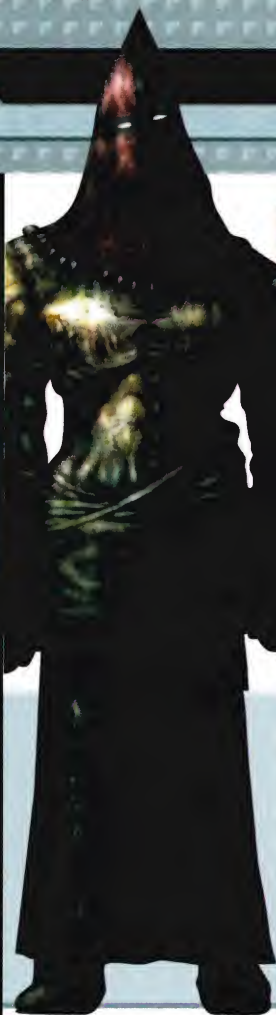
RPG HEAVEN

Staff who worked on Dragon Quest VIII and the Mother series have formed a company called Genius Sonority. Backed by a combination of the Q Fund and The Pokemon Company it will develop RPGs for GBA and GameCube.



IT'S-A ME, SQUISHIO!

During our regular search for new and exciting sweets this month, we came across these - gummy Nintendo sweets in a miniature Game Boy Advance. For just 50p you get tasty versions of Mario, Link, Yoshi, DK and Diddy Kong... mmm.



Ⓢ Tony Charlton - he's mean, green and can work wonders with a lightsaber.

DEVELOPER
DIARY... PART ONE

Every issue we'll be speaking to DarkBlack, the people behind what could be the most disturbing shoot-'em-up on the GameCube... Asylum.

THE STORY SO FAR...

"The past four months have been the most hectic that any of us have ever experienced.

We started developing *Asylum* in May, and since then it's been a period of late nights and long weekends to get the demo to the stage it's at now.

Asylum started out life as a sci-fi horror game called *DarkBlack* way back in January. That storyline revolved around a space-borne infection that infests planet earth, decimating both it and the human population. There was something about the storyline that just didn't make us happy. There's a glut of future-based, first-person titles out there already, so we decided to change tack and approach it from a different angle. Setting the game in an asylum gives us far greater scope to create a more bizarre and terrifying gaming environment than the one we initially had in mind. Also, it would be a hell of a lot easier to find reference material for Victorian asylums than it would be to get photographs of a future earth. We

have spent a lot of time researching asylums and treatment techniques carried out on patients over the last 200-plus years, some of which has made for gruesome reading. We have even visited an old and derelict asylum building near our offices to get a taste for the architecture and building style. Although the place had been empty for years it was still foreboding and claustrophobic.

Since we started showcasing the demo to various publishing houses we have had lots of interest, and are now entering into final contract negotiations. We have just returned from New York where we spent a number of days in meetings regarding the direction of the game. I'm happy to report that it won't change that much from the original design.

For the month ahead we will be working on creating a new level, and our programmers will be working on new technology to implement into the code."

TONY CHARLTON
EXECUTIVE PRODUCER,
DARKBLACK



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APPROPRIATE

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TEXTURED BALL IS MADE OF
SOFT RUBBER OR LEATHER

A GOOD DEPTH OF SAND IS
IMPORTANT, WE RECOMMEND
AT LEAST 30 CM



SEGA

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TOP THREE CUBISTS

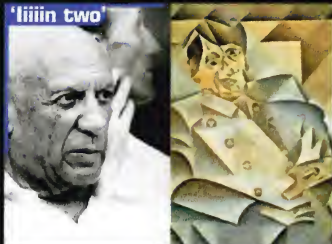
PAINTERS, PAINTERS
AND... ER, A MR MAN.

Inspired by the shapes of his tight fitting Pringle sweater, Tony 'Bullseye' Green has recently been barking a load of gobshite about Cubist artists. Telling us that he'll pistol-whip any pretender who thinks that 'art is for ponces', Tony's here to lead us through the top three Cubists... ever.



PIET MONDRIAN

An aesthete whom all but the dilettantes of the visual medium consider to be the founding father of abstract art. Characterised by vacillating colours along with the fast-paced rhythm of a city habitat.



PABLO PICASSO

Ah, Pablo Picasso... a man of perspicacity, fecundity and a metaphysical alchemist, as well as a sex life that could show Hugh Hefner a trick or two. He's also a great line in Renault people carriers.



MR STRONG

Okay, so what if we only know two Cubist artists? This cube-shaped Mr Strong guy is the badgers nadgers. Who else could balance a trilby while flexing a dumb-bell? Art, God dammit... that's what this is!



CIRCLES OF POWER

Top new artwork for your replacement GameCube fascias

YOU MAY REMEMBER that back in issue 9, we gave away a little device that enables you to personalise your GameCube. Well, ever since you lot got your hands on them we've had letter after letter requesting more artwork to slip into your replacement fascias. Obviously we don't have enough room to print a massive selection but here are another three teasingly topical circles of power for you. We may well end up putting a much larger selection on TotalGames.net as downloads, so keep your eyes peeled. Enjoy.

FEELING LEFT OUT?

Missed out on our amazing free gift from issue 9? Better get to page 125 and get yourself a copy then!



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STOP PRESS! • STOP PRESS! • STOP PRESS!

GOODBYE, FAREWELL...

Confirmation of the news that none of us wanted to hear.

IT'S OFFICIAL – RARE is no longer a Nintendo second party. On 24 September, the developer once affiliated with a quality of software that rivalled even Nintendo's own announced that it has signed a contract with Microsoft, making it a wholly owned subsidiary company. *StarFox Adventures* (in shops

across the US now and due to be released in Europe on 22 November) will be Rare's last ever GameCube title. *Kameo: Elements Of Power*, once in development on GameCube, has been canned. *Perfect Dark Zero*, which has been in development on GameCube for some time will now be released as an exclusive Xbox title. The situation with Rare's GBA development is still unclear.

We received confirmation literally as the magazine was going out of the door, so this is all we can tell you right now. We'll have a full report in issue 12, by which time we'll have a grievance hotline set up...

STOP PRESS! • STOP PRESS! • STOP PRESS!



IKARUGA-WHO-GA?

GameCube strikes gold with Treasure's latest



YOU HAVE TO be a certain type of person to have heard of *Ikaruga*. We don't mean that in a derogatory way, but to get excited by those four syllables you have to be... well, a complete hardcore gamer. Many years ago, Treasure (developers of *Sin & Punishment* N64) released a vertical-scrolling shoot-'em-up on the Saturn by the name of *Radiant Silvergun*. The graphically stunning title immediately garnered a cult following and all these years later Treasure has released a semi-sequel in the form of *Ikaruga*. Yes, the Dreamcast is dead but the fan-base is still there and the game will still sell in significant numbers. So what does this have to do with us? Early next year, *Ikaruga* will be coming to the GameCube (thanks to Infogrames) and Treasure's shooting perfection will be opened up to a whole new audience.

This news is more significant than it seems though and the fact that Treasure is officially developing for GameCube once more is massively encouraging. It's been long rumoured that the quirky Japanese Softco has been on board and this latest development suggests that its close relationship with Nintendo hasn't changed a bit. Could this mean that a sequel to classic shooter *Sin & Punishment* is in the works? Who knows – for now though, enjoy these screens and prepare yourselves for the massive preview in issue 12.

CUBE

GOLDEN MOMENTS

THIS MONTH WE'VE BEEN FONDLY REMEMBERING...

TURTLES TOURNAMENT FIGHTERS

➔ It has to be the only fighting game that Konami has ever created that was any good, but *Turtles Tournament Fighters* was very nearly up there with such big-hitters as *StreetFighter II*. Massive, detailed sprites, great animation and vibrant, animated stages were the order of the day and *TTF* deliver in spades. We just wish that the heroes in a half shell were still popular... maybe then we'd get a sequel. Please? Cowabunga dudes!



➔ Oh, Raphael... where are you now? Probably scoffing your face with pizza...



GC TOTALGAMES.NET

THE PLACE TO BE FOR THE LATEST IN NEWS, REVIEWS, TIPS AND GOSSIP!

WE KNOW, IT'S hard waiting for the next issue of **CUBE** to hit the shelves every month... that anticipation and anguish can often be too much to bear. Don't panic though because help is at hand – you can get your daily fix of videogame news, previews and reviews at the all-singing, all-dancing cube.totalgames site. The site's content is produced by the same good folk who write for this magazine, so you can be assured of its quality. It's all there, including forums, screenshot galleries and tips for the latest games... what? You're still reading? Put it down and get online now!

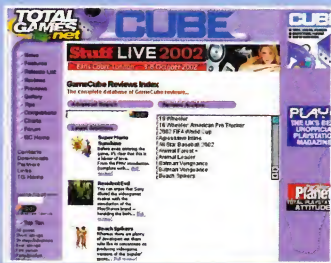
UP-TO-THE-MINUTE NEWS

From the front homepage, you're just a mouse click away from all the latest videogame news. The easy to understand user interface and nifty search engine mean that you'll be able to find what you're looking for in just a few seconds and what's more, it's updated on a basis so regular, you'll think we've been eating laxatives all day. Make sure you come here at least once a day to find out what's going on in the world of the GameCube...



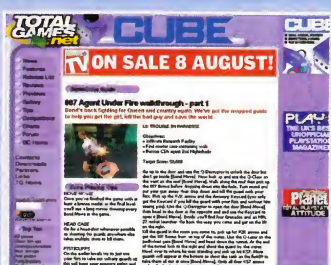
CUBE, WITHOUT THE PAPER

Missed an issue of **CUBE**, did you? Honestly...and we were thinking that you were the loyal... We won't ask what you were doing to commit such a sin, but rest assured that you won't miss out on everything – all the previews, reviews and other goodies inside each issue can also be found on the cube.totalgames site. If it's advice on which GameCube game is right for you, this is where you need to be.



THE HOTTEST CHEATS IN TOWN

Stuck on a game? Don't know what to do? Well, never fear – you can get all the latest cheats, tips and walkthroughs simply by visiting the cube.totalgames tips index. The chimp on our sister magazine **CUBE** Solutions keep it packed full of helpful hints on games both old and new. If you ever find yourself in need of a helping hand on a game, then this is the ideal place to look for guidance.



NEW FRIENDS AT THE TOUCH OF A BUTTON

Hoo boy, that GameCube forum sure is pretty darn hot. With literally hundreds of posts every day from people all over the world (yes, the world!), this is most certainly the liveliest GameCube message board around. Heck, even the **CUBE** team themselves go on there regularly so pop along and you might just be able to chat with the lads online!



"EVERYTHING YOU
NEED ABOUT GAMES
UNDER ONE ROOF...
ER, SITE. IT'S THE
MUTT'S BITS - YOU'D
BE MAD TO MISS IT!"

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RELEASE LIST

CUBE's at-a-glance guide to what forthcoming games you can expect in the latter half of 2002

UK	Kelly Slater's Pro Surfer	Activision	Sports	27 September
UK	Mat Hoffman's Pro BMX 2	Activision	Sports	27 September
UK	Madden NFL 2003	Electronic Arts	Sports	27 September
US	Star Fox Adventures	Nintendo	Adventure	27 September
UK	Eggo Mania	Kemco	Puzzle	September
Jap	Gold Star Mountain	From Software	Adventure	September
Jap	StarFox Adventures	Nintendo	Adventure	September
US	Vexx	Acclaim	Adventure	September
UK	Dragon's Lair 3D	THQ	Adventure	September
US	Die Hard Vendetta	Vivendi Uni	Shoot-'Em-Up	September
US	Turok Evolution	Acclaim	Shoot-'Em-Up	September
US	Vexx	Acclaim	Adventure	September
UK	Barbarian	Virgin	Beat-'Em-up	September
UK	Race of Champions	Activision	Racing	September
UK	Super Mario Sunshine	Nintendo	Adventure	4 October
UK	MX Superfly	THQ	Racing	4 October
UK	Taz Wanted	Infogrames	Platform	4 October
UK	Crash Bandicoot: Wrath Of Cortex	Vivendi	Platform	4 October
UK	NHL 2003	Electronic Arts	Sports	11 October
UK	SEGA Soccer Slam	Infogrames	Sports	11 October
UK	FIFA 2003	Electronic Arts	Sports	11 October
UK	TimeSplitters 2	Eidos	Shoot-'Em-up	18 October
UK	The Scorpion King	Vivendi	Adventure	25 October
UK	Need For Speed: Hot Pursuit 2	Electronic Arts	Racing	25 October
UK	Rocket Power: Beach Bandits	THQ	Kids	25 October
Jap	Biohazard Zero	Capcom	Adventure	October
UK	Rally Fusion: Race of Champions	Activision	Racing	October
UK	Eternal Darkness	Nintendo	Adventure	1 November
UK	Bomberman Generation	Vivendi	Party Puzzle	1 November
UK	WWE Wrestlemania X8	THQ	Sports	1 November
UK	Die Hard: Vendetta	Vivendi	Shoot-'Em-Up	8 November
UK	Godzilla: Destroy All Monsters	Infogrames	Beat-'Em-Up	8 November
UK	Micro Machines	Infogrames	Racing	8 November
US	Harry Potter: Chamber Of Secrets	Electronic Arts	Platform	15 November
UK	Big Air Freestyle	Infogrames	Racing	15 November
UK	Ace Golf	Eidos	Sports	15 November
US	Metroid Prime	Nintendo	Shoot-'Em-Up	18 November
UK	Star Wars: Bounty Hunter	Activision	Adventure	19 November
UK	Star Fox Adventures	Nintendo	Adventure	22 November
UK	James Bond 007: Nightfire	Electronic Arts	Shoot-'Em-Up	22 November
UK	Medal Of Honor: Frontline	Electronic Arts	Shoot-'Em-Up	22 November
UK	GameCube WaveBird Controller	Nintendo	Hardware	22 November
UK	Mario Party 4	Nintendo	Party Puzzle	29 November
UK	Tony Hawk's Pro Skater 4	Activision	Sports	29 November
UK	Ty The Tasmanian Tiger	Electronic Arts	Platform	29 November
UK	Scooby Doo: Night Of 100 Frights	THQ	Adventure	29 November
UK	Knockout Kings 2003	Electronic Arts	Sports	29 November
UK	Mario Party 4	Nintendo	Party	29 November
UK	Spyro: Enter The Dragonfly	Vivendi	Adventure	29 November
UK	Jimmy Neutron: Boy Genius	THQ	Adventure	29 November
UK	Hot Wheels: Velocity X	THQ	Racing	29 November
US	Resident Evil Zero	Capcom	Adventure	November
UK	Zapper	Infogrames	Platform	November
UK	Jedi Knight 2: Jedi Outcast	Activision	Shoot-'Em-Up	November
UK	Batman: Dark Tomorrow	Kemco	Adventure	November
UK	Black And Bruised	Vivendi	Sports	November
UK	Robotech: Battlecry	TDK Mediactive	Shoot-'Em-Up	November
UK	Bloodrayne	Vivendi	Adventure	November
UK	Minority Report	Activision	Adventure	November
UK	BMXXX	Acclaim	Sports	November
UK	Aggressive Inline	Activision	Sports	November
UK	X-Men: Next Dimension	Activision	Beat-'Em-Up	November
UK	Rayman 3	Ubi Soft	Adventure	November
US	Legends Of Wrestling 2	Acclaim	Sports	November
UK	Wario World	Nintendo	Adventure	6 December
UK	Galleon: Islands of Mystery	Interplay	Adventure	December
UK	Dungeons And Dragons Heroes	Infogrames	Adventure	December
UK	Shrek Extra Large	TDK Mediactive	Adventure	December
Jap	F-Zero GC	SEGA	Racing	December
US	Resident Evil 2	Capcom	Adventure	December
Jap	The Legend Of Zelda	Nintendo	Adventure	December
UK	Wario World	Nintendo	Adventure	December
UK	Galleon	Interplay	Adventure	December
UK	Metroid Prime	Nintendo	Shoot-'em-up	January '03
Jap	1080°: White Storm	Nintendo	Sports	January '03
US	The Legend Of Zelda	Nintendo	Adventure	Feb '03
Jap	Soul CaliburII	Namco	Beat-'em-up	Feb '03
UK	Animal Crossing	Nintendo	Adventure	Feb '03
UK	Phantasy Star Online Epl&II	SEGA	Adventure	Q1 '03
US	F-Zero GC	SEGA	Racing	Q1 '03
UK	The Legend Of Zelda	Nintendo	Adventure	Easter '03
Jap	Mario Party Online	Nintendo	Party Puzzle	Q2 '03
Jap	Mario Kart Online	Nintendo	Racing	Q2 '03
Jap	GameCube Wars	Nintendo	Strategy	Q2 '03

TOTALGAMES.NET CHARTS UPDATE

BROTHERS IN ARMS

IT'S STILL THERE...

SUPER SMASH BROTHERS: MELEE

HAVEN'T YOU ALL GOT THIS?

Securing it's 14th week at the top of the GameCube charts, *SSBM* looks like it's here to stay until at least the end of September. Once *Super Mario Sunshine* comes out though, it's bound to slip... to number two.



1

FLIPPIN' HELL

ALL CHANGE

STAR WARS ROGUE LEADER

PLANT CREATURES FINALLY FEEL THE FORCE...

The top of the table has hardly changed at all, with the only movement coming from *Rogue Leader* and *Pikmin* switching places between numbers two and three. Still, at least you've all got some taste...



2

CUBE UK CHART

ChartTrack

TOTAL GAMES .NET

Week ending 31 August 2002

All information compiled by ChartTrack and is the strict copyright of ELSPA (UK) Ltd.

POS	LAST	TITLE	PUBLISHER
1	1	Super Smash Brothers: Melee	Nintendo
2	3	Star Wars: Rogue Leader	Activision
3	2	Pikmin	Nintendo
4	4	Luigi's Mansion	Nintendo
5	6	Super Monkey Ball	SEGA
6	8	Sonic Adventure 2: Battle	SEGA
7	5	007: Agent Under Fire	Electronic Arts
8	-	Lost Kingdoms	Activision
9	-	Capcom VS SNK 2: EO	Capcom
10	7	Spider-Man	Activision

JAPANESE CHART

POS	LAST	TITLE	PUBLISHER
1	1	Super Mario Sunshine	Nintendo
2	2	Jikkyou Powerful Pro Baseball 9	Konami
3	-	Disney's Magical Mirror	Nintendo
4	-	Disney's Magical Park	Nintendo
5	3	Beach Spikers	SEGA

US CHART

POS	LAST	TITLE	PUBLISHER
1	1	Super Mario Sunshine	Nintendo
2	-	Super Monkey Ball 2	SEGA
3	-	Turok Evolution	Acclaim
4	-	Disney's Magical Mirror	Nintendo
5	4	Madden NFL 2003	Electronic Arts

PICK A CARD

LOST KINGDOMS

MY LOST KINGDOM FOR A HORSE... PLEASE?

Despite being a bit different to most action RPGs out there, *Lost Kingdoms* made enough of an impact to land safely at number eight... so you'll probably be glad to know that the sequel is already on the way from Activision. Talk about fast movers...



8

SHO-RYU-KEN!

CAPCOM VS SNK 2: EO

RYU AND KEN KICK SOME GAMECUBE ARSE...

We said that it was great and it looks like at least a few of you took notice - *Capcom VS SNK 2: EO* manages to scrape into the charts at number nine this month. It seems that Capcom can still make 'em like it used to, even when the franchise is this old...



9

SHUFFLE SHUFFLE

HROCHENI

MOST PLAYED

THE GAMES THAT KEPT US BUSY... WHEN WE'RE NOT WAITING THE MAG



SUPER MONKEY BALL 2

Hey, did you really expect anything else to be taking up most of our time? The game with more monkeys than an old PG Tips commercial is back and it's better than ever - we've been hooked on four-player Monkey Target since it arrived and we ain't putting it down yet!



TIMESPLITTERS 2

Unfortunately, we only managed to get our hands on final code for Eidos' *GoldenEye*-thrashing shoot-'em-up for a week but when we had it, there was no stopping the blasting multiplayer action. Now that it's gone though, we can hardly stop thinking about its return... come on, Eidos!



UFC THROWDOWN

Determined to show everyone in the office who the 'daddy' was, Simon went a bit mad on the GameCube version of the Ultimate Fighting Championship and kicked all our arses. Now he struts around in tight lycra shorts and fake tattoos, only answering to the name 'Killer' and sparring with anyone who goes near him.

MOST WANTED

GIMMIE, GIMMIE, GIMMIE THESE GAMES AFTER MIDNIGHT... OR EVEN NOW.



SOUL CALIBUR 2

The local arcade has still got *Soul Calibur 2*... every time we walk past, we can hear it taunting us and calling our mother rude names. We want to give it a good kicking, really we do - but we're going to wait until the GameCube version arrives. Then it'll learn who the boss is... mwahaha!



F-ZERO GC

Although he's been torn between this and *1080° White Storm* (it makes him think about going on holiday, apparently), Simon's getting rather excited about SEGA's attempt at the classic Nintendo racing game. After all, it's sure to be the best one on the GameCube so far...



LEGEND OF ZELDA

Even though there's a torrent of excellent games on the horizon to distract him for a while, Mart's never going to be happy until he's got his hands on the GameCube version of Miyamoto's new *Zelda* game. He's even gone so far as to start dressing like Link... freaky weirdo.

IN THE
CUBE
WITH...CHARLES
CECIL

NAME: CHARLES CECIL
POSITION: MANAGING DIRECTOR
COMPANY: REVOLUTION SOFTWARE

CUBE: How did you get into the videogames industry?

CC: After leaving school, I was sponsored by Ford to read Engineering and Management at university. It quickly became clear that I was not cut out to be a mechanical engineer. I became friends with Richard Turner, a fellow student who was having similar doubts. Richard had written a book disassembling the ZX81 ROM and was about to launch a videogames publishing company called Artic Computing. Richard wrote a text parser system and invited me to write text adventures. I gladly accepted, and the games were very successful.

CUBE: Top 3 games of all time?

CC: *Grand Theft Auto 3*, *Warcraft 2* and *Final Fantasy VII*.

CUBE: What made you decide to abandon the traditional point-'n-click genre?

CC: Our objective has been to determine what people want from an adventure and then deliver this experience in a contemporary way, rather than clinging on to the restrictive point-'n-click interface. I feel very passionately that the point-'n-click adventure was great for ten years ago, but technology and game development have moved on since then. The inference is that gamers have different expectations and attitudes today. And because the latest consoles allows for new perspectives and rendering techniques shackling yourself to the traditional point-'n-click control system merely limits what you can do with the game and its puzzles. One of the problems with point-'n-click games is that the puzzles have become more and more obscure, which makes the games boring for the majority of people.

CUBE: Are you sure that fans of the series will take to this new style?

CC: This is a huge consideration for us. Our fans have been incredibly loyal since the company started 12 years ago. The number of fan sites and the activity on our forums is astonishing, especially considering the gaps between the releases of our original games. When we decided to shift the game into full 3D and move to direct control we were keen to assure our fans that the game itself would remain, at heart, a *Broken Sword* title. A few were naturally concerned, and we've done our best to allay their fears by remaining open about our ideas for *The Sleeping Dragon*. Most have been extremely supportive. The rest should know that our fanbase is of huge importance to us, and we will not disappoint them.

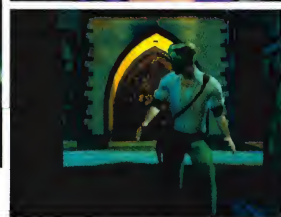
CUBE: The lead skews are PC and PS2.

RenderWare will work to highlight the strengths of each machine but will you spend time further refining the GameCube and Xbox versions? Will there be any new features for these machines?

CC: We will of course ensure that each version is optimised for the specific platform, however we have not determined what features would be specifically appropriate for each format.

CUBE
EXCLUSIVE
SHOTS

⬆ Nothing like a bit of realism to get the adventure juices flowing!



RIP: POINT-'N-CLICK

Point-'n-click is dead... long live the adventure game.

THERE WERE VERY few significant announcements at this year's ECTS... actually, come to think of it there was only one. Revolution Software, the company behind the *Broken Sword* series and *In Cold Blood* held the official unveiling for the much-anticipated follow-up to *Broken Sword 2*. In what must have come as quite a shock to *Broken Sword* fans the world over, *BS: The Sleeping Dragon* will not be a point-'n-click affair as the other games had been. In fact, MD Charles Cecil went as far as to say that the traditional genre was dead. "Whilst we're immensely proud of the two previous games," he said, "we felt that we had taken the point-'n-click adventure as far as technology would allow". Cecil also told us that *BS:TSD* will adopt an adventure game style and cited Japanese RPGs as a major influence in the game's development.

Fans will be pleased to hear that familiar characters George and Nico will return, albeit in a more mature form. The game will now be more of a dark, crime thriller than anything else – cameras will be fixed and the player will be able to go anywhere in a given area as apposed to clicking on the place that you want to go to.

We'll have more details on this exciting adventure game next month. The GameCube version is due to arrive in Q1 '03.

CUBE



⬆ Ooh, he's so athletic – it's like Lara Croft. Only a man.



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ADULTS GET SCARED TOO

EXCLUSIVELY ON NINTENDO GAMECUBE



THEY SAID WE SAID

CUBE EXPOSES THE SHAMEFUL MUMBLEDINGS OF THE INDUSTRY

THEY SAID... "TLC star Lisa Lopez took her Left Eye off the road mashed on E and booze and ploughed head first into a tree..."
(One of the 10 Most Famous Crashes taken from Acclaim's 'Rumbled' promo booklet)

WE SAID... Acclaim's marketing department resorts to cruel, insensitive shock tactics to sell *Burnout 2*. It's not funny and if anything, it will put us off what is in itself a great game.

THEY SAID... "Games are fragile, built from tiny cogs... you rip out a cog as big as this, and everything's bound to fall apart..."
(Edge magazine scores *Capcom Vs SNK 2 EO* three out of ten, citing the new controls for its decision)

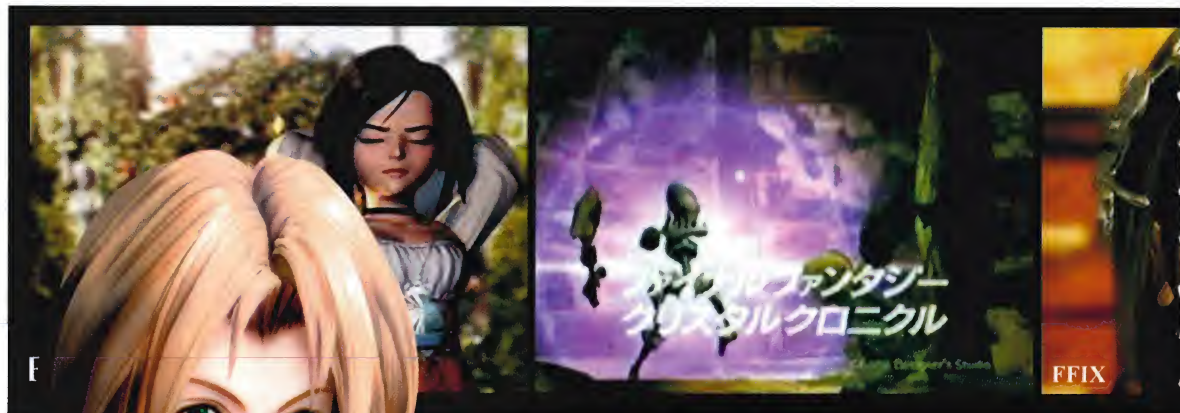
WE SAID... It's becoming increasingly obvious that certain magazines just don't play the games they are reviewing, instead basing their opinions on something they read somewhere else. The reviewer obviously overlooked the blatant option to switch from C-Stick controls to regular controls.

THEY SAID... "I think that PSone and PS2 are purposely made cheaply so that people will have to buy a replacement..."
(Resident Evil remake's Shinji Mikami on why Sony sells so many machines)

WE SAID... We've been saying it for years. There's no doubting the PSone and PS2's massive sales figures but a significant proportion of those don't really count as 'installed users' as they're replacements for machines that don't work. If only the GameCube was so badly made...

...ENOUGH, MY HEAD HURTS.

Capcom VS SNK 2: Crap... or couldn't they see how to change the controls?



SQUARE IT CRY

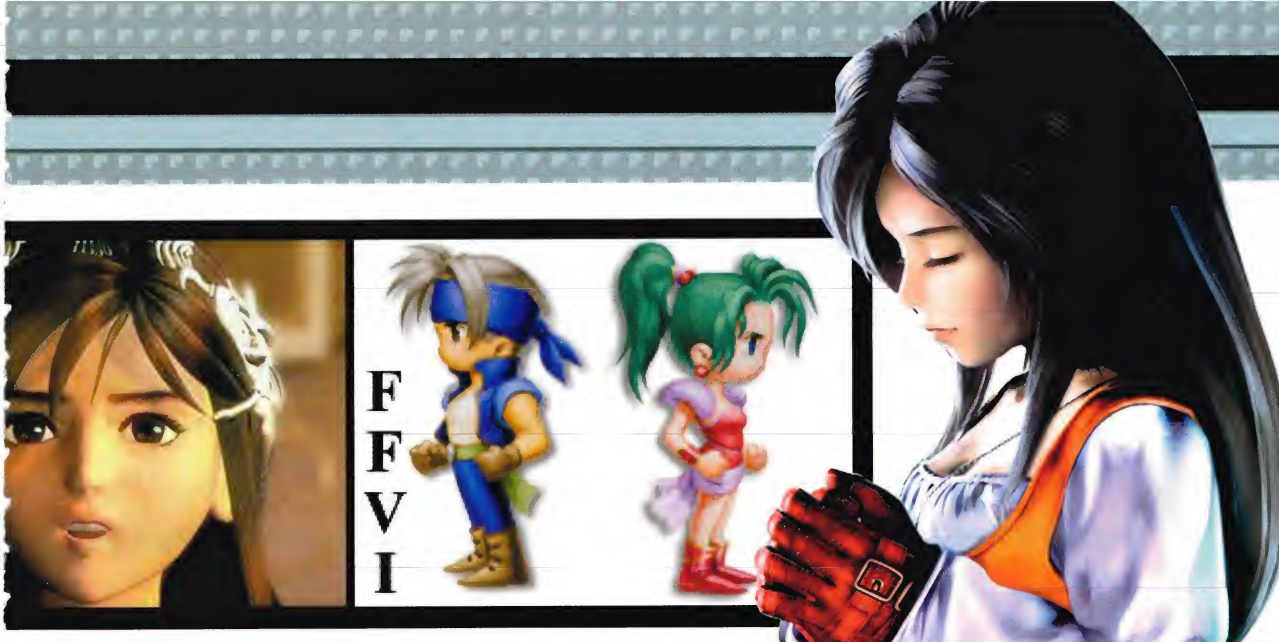
First screens and info from Squaresoft's debut GameCube title



IN AN UNEXPECTED move, Nintendo itself has revealed the very first footage of *Final Fantasy: Crystal Chronicles*. Sadly though, the footage has raised more questions than it has answered. We reported way back in issue 5 that Squaresoft had managed to find a loophole in its agreement with Sony, which enables the Japanese giant to develop games for the GameCube. A separate company named Games Designer's Studio was formed – part owned by Squaresoft, part-funded by Yamauchi-san's Fund Q, the company would develop for the GameCube and GBA.

We were expecting to see footage of the first Squaresoft GameCube title at this year's Tokyo Game Show but in a shock move, Nintendo has included the footage as part of a Japanese advertising campaign that highlights the GameCube's up-and-coming hits. Actual screenshots have yet to be released, but these screens have been taken from the advert itself. At merely five seconds long, the clip takes you through a torch-lit cavern and follows one of the characters as he runs towards a skeleton and slashes with his sword. There are several other characters stood in a row at the back of the cavern as well as a rat-like





GCN

GAMECUBE NEWS

FINAL THOUGHT...

IT'S WEIRD HOW things work out in this industry. Amidst the persisting rumours that Rare will indeed be bought out by Microsoft (expect official confirmation on September 26th) we have to say that, well... we're not that bothered. Strange, isn't it? Only nine months ago, we heralded the UK Softco as the prime reason for owning a GameCube but over the months things have changed. After seeing the first ever screens of *Final Fantasy* this month we're pretty sure that Rare won't be at the forefront of the RPG fans' minds. As soon as you all play *TimeSplitters 2* next month we can assure you that you won't be thinking about *Perfect Dark Zero* any more. As for the adventure nuts, erm, did we say *StarFox Adventures*? Regardless of what happens, *StarFox Adventures* is finished and it's exclusive to GameCube owners.

It's all looking pretty sweet, isn't it? For all you cynics out there, just remember that Nintendo has made a point of not showing us games that will be released after May '03. There's a whole list of exclusive titles (and plenty of online titles) just waiting to be announced next year and then we'll be in exactly the same position as we are now; snowed under with quality games. What a predicament to be in...

SOFT MAKES STAL CLEAR



With the new GameCube version of the *Final Fantasy* series looking more like *FFIX* than anything else, we can hardly contain our excitement...

creature next to the skeleton. While the demo was obviously using in-game graphics, the footage itself was tailor made and did not represent actual gameplay. For this reason we cannot comment on the battle system or the magic system but the graphics speak for themselves.

Imagine *Final Fantasy VI* (*FFIII* in the US) but in real-time 3D and you'll get a better idea of the game than these screens can illustrate. The scenery had the same attention to detail and the same, soft lighting. The character design is pure old-skool Squaresoft – super deformed with funky haircuts and wicked clothing. Here at **CUBE**, we're not massive fans of the *FFVIII/X* character design (instead opting for the *FFI-VI* and *IX* style) so needless to say, we're excited.

This early footage gives a tantalising glimpse into what could be one of the biggest-selling GameCube titles of 2003. The game is due to hit Japanese stores in less than six months, so we expect the official unveiling to occur at the Tokyo Game Show (which is happening just as you read this). We'll bring you full, hands-on impressions in issue 12.

CUBE





Let's take

CUBE investigates the classic one-on-one beat-'em-up through the Nintendo ages. Will the Eastern giant be the last man standing in the battle of the heavyweights?

Ah, the beat-'em-up... it's one of those genres that has always been there in some form or another. Unhindered by technical specifications (all you need is two groups of pixels and minimal processing power), fighting games have always been one of the more popular gaming genres, and with good reason. Games provide a release from reality, and unless you're an idiot, or just extremely unfortunate, one-on-one street fighting isn't a common pastime.

Up until around 1991, the beat-'em-up was just another genre, but with the release of the Super Nintendo, that quickly changed. Capcom converted its arcade hit *Street Fighter II* exclusively for Nintendo's new system – it was the first 'arcade perfect' conversion of any game, and suddenly the beat-'em-up became a measure of how good a system was. *SFII* was by far the best fighter available on any system, and Capcom went on to develop multiple versions for the SNES, including *SFII Turbo*, *Super SFII*, and *SF Alpha 2*.

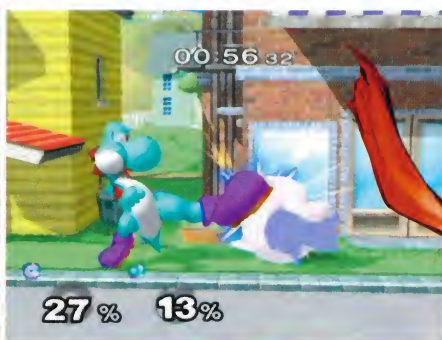
With the advent of Sony's PlayStation, developers left, right and centre jumped onto the 32-bit bandwagon. N64 was at least a year off, and nobody in their right minds would chance waiting for Nintendo to

get its act together. Sadly, PlayStation's arrival saw the SNES market disappearing faster than anyone had imagined, and warehouses full of unsold games were left to rot. One of the companies to have lost millions in this period was Namco. It's last SNES title *Tales Of Phantasia* was released on a whopping 64Meg cartridge, the largest ever. Sales slumped, and it triggered off a major fallout between the two companies. Namco went on to develop *Tekken*, *Ridge Racer* and *Soul Edge*, all exclusively for Sony.

The N64 was finally released to a rapturous audience over a year into the PlayStation's life, but it was too little, too late. Capcom and Namco had spent time figuring out how to get the most out of the PlayStation. This, coupled with the fact that the N64 was considerably harder to develop for, meant that the big hitters never arrived on the 64-bit console.

You could count the number of N64 fighting games on your hands, and the good ones on two fingers. Finally, three years into the N64's life, Nintendo released *Super Smash Bros.* The game combined supreme multiplayer gameplay with bucket-loads of Nintendo characters, but it still didn't silence the 'serious' beat-'em-up fans. Things are different now though. Thanks to Sony stuffing up Namco loves Nintendo...Capcom loves Nintendo...even SEGA loves Nintendo. Everyone (with the exception of Sony) is happy again. Forget the past, and prepare for a brighter future. Round 1...FIGHT!

**"NAMCO LOVES NINTENDO...
CAPCOM LOVES NINTENDO... EVEN
SEGA LOVES NINTENDO..."**



it outside



SUPER NINTENDO

THE FIRST CONSOLE TO SEE BEAT-'EM-UPS TRULY GRABBING THE PUBLIC'S THROAT LIKE A SAVAGE DOG.



FIGHTING TALK

Console Moto	'Fight For Your Right To Party!'
Number of Beat-'Em-Ups	Over 30
Number of Good Beat-'Em-Ups	Over 10
Worthy Mentions	StreetFighter II, Mortal Kombat II, Turtles Tournament Fighters, Killer Instinct
Competition	Virtua Fighter 2D on the Mega Drive



THIS IS WHERE it all started happening. The power of the SNES allowed Japanese developer Capcom to port a perfect conversion of its arcade hit *StreetFighter II* to the home. This game became the foundation for nearly every beat-'em-up that followed, and there were many! Two thirds of them simply aren't worth mentioning, but *Art of Fighting*, *Fatal Fury* and *Turtles Tournament Fighters* certainly gave their worth.

Games like *Mortal Kombat* and *Killer Instinct* attempted to provide a slightly different experience. Both were great games, but none of them managed to match *StreetFighter II* for pure gameplay value.

CUBE GOLDEN GLOVE AWARDS

THE THREE BEST BEAT-'EM-UPS TO GRACE THE SNES

THIRD PLACE

KILLER INSTINCT

Rare's first attempt at a beat-'em-up started life as an arcade machine, which ran on Project Reality (N64) hardware. The game was to be brought to the N64, but Rare shocked the world when it announced the SNES version. Beautiful to look at and refreshing to play, *KI* stole many hearts.

SECOND PLACE

TURTLES TOURNAMENT FIGHTERS

Alright, so maybe it played just like *StreetFighter II*, but it had the turtles in it, and was easily the best *SF* clone out there. Plus it was so darned pretty, you just had to switch it on so that you could gawp at it!

FIRST PLACE

SUPER STREETFIGHTER II

The ultimate SNES fighter, although some would argue that *SF Alpha 2* or *SFII Turbo* were better. Top notch character design, tons of characters and flawless gameplay, proven by the fact that nearly ten years later, little has changed. *SFII* is both accessible to the beginner, and extremely rewarding to the hardcore gamer. An awesome experience, so good that we paid £120 for our Jap import copy. Aahhh, those were the days...(wake up! - Ed).

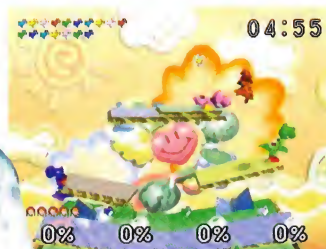


NINTENDO 64

NINTENDO DIDN'T NEED ANYONE. IT HAD MARIO AND ZELDA. IT WOULD'VE GOT AWAY WITH IT TOO IF IT WASN'T FOR THOSE PESKY KIDS!

FIGHTING TALK

Console Mode	'We don't need beat-'em-ups. Oh...erm... damn...'
Number of Beat-'Em-Ups	9
Number of Good Beat-'Em-Ups	3
Worthy Mentions	Killer Instinct Gold, Super Smash Brothers, Fighter's Destiny 2
Competition	Tekken 1-3, SF Alpha 1-3, SF EX 1, 2, Soul Edge, Star Gladiator, Tobal No 1, Toshinden 1-3, Bloody Roar 1, 2, Dark Stalkers 1, 2, Mortal Kombat 1, 2 (PS), Virtua Fighter 2, Last Bronx, Fighter's Megamix (Saturn), Soul Calibur, Marvel Vs Capcom 1, 2, Capcom Vs SNK 1, 2, Heavy Metal Geomatrix, Guilty Gear X, Virtua Fighter 3, Rival Schools 2, Marvel Vs Capcom 1, 2(DC). Not many then.



Arguably the N64's only decent fighter...

OH DEAR, OH dear. The cartridge format didn't allow for extensive FMV sequences, so all of Namco's fighters were out of the question. Oh, and there's also the fact that the two companies weren't on good terms. Capcom didn't really have an excuse though – you have to wonder why it never brought out a version of *StreetFighter* – it would've made a fortune.

There were some beat-'em-ups, but they were half-arsed attempts, released solely to take advantage of a starved market. *G.A.S.P.*, *Flying Dragon*, *Mace* and *Dark Rift* all fell way short of the mark. Rare released *Killer Instinct Gold*, which played extremely well. Sadly it failed to deliver on the promises, which its arcade cousin had put forward years before. *Fighter's Destiny* appeased gamers for a while, but it was no *Tekken* – finally though, Nintendo woke up and released *Super Smash Brothers*. Three years into the machine's life, and it had one fighting game to be proud of... 'nuff said.

CUBE GOLDEN GLOVE AWARDS

THE THREE BEST BEAT-'EM-UPS TO GRACE THE N64

THIRD PLACE

KILLER INSTINCT GOLD

Fans of the arcade/SNES original shed tears of joy as their favourite fighter received a face-lift in the form of new characters and stages. A middling ground between *KI 1* and *2*, *KI Gold* was a grand combo-fest. Sadly, the characters were sprite-based (complex sprites, albeit), and at the time, the PlayStation was busy impressing everyone with lurvely polygon fighters.

SECOND PLACE

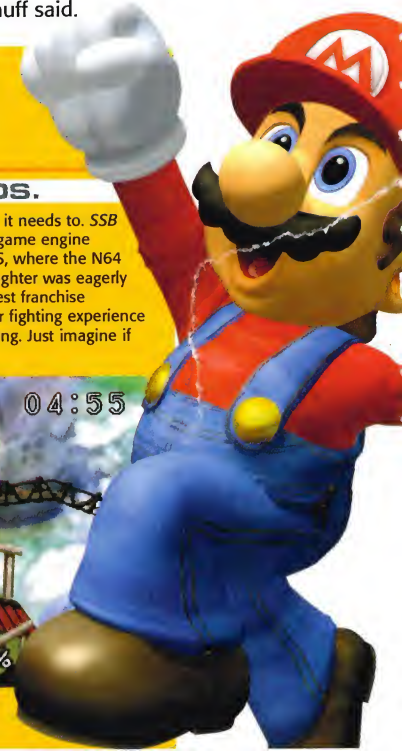
FIGHTER'S DESTINY 2

This simply wouldn't have been noticed on the PlayStation, so saturated was that particular market, but it was the only decent fighter on the N64. Undereath the blurry graphics lay a solid little game, which was based on a points system. Throwing your opponent to the floor, knocking them out of the ring, or finishing them with a special all earned you a certain number of points. The first player to get X points won the match. Simple, but effective.

FIRST PLACE

SUPER SMASH BROS.

Proof that Nintendo can do anything when it needs to. *SSB* may have had a cartoony exterior, but the game engine worked like a dream. *SSB* is huge in the US, where the N64 was massively successful, and Nintendo's fighter was eagerly snapped up. Consisting of Nintendo's biggest franchise characters, and offering the only four-player fighting experience on any console, *SSB* now has a cult following. Just imagine if Nintendo ever made a serious fighter...





NINTENDO GAMECUBE

STATE-OF-THE-ART, DEVELOPER-FRIENDLY TECHNOLOGY WITH AN ATTRACTIVE PRICE-POINT. NINTENDO HAS LEARNED ITS LESSON WELL.



FIGHTING TALK

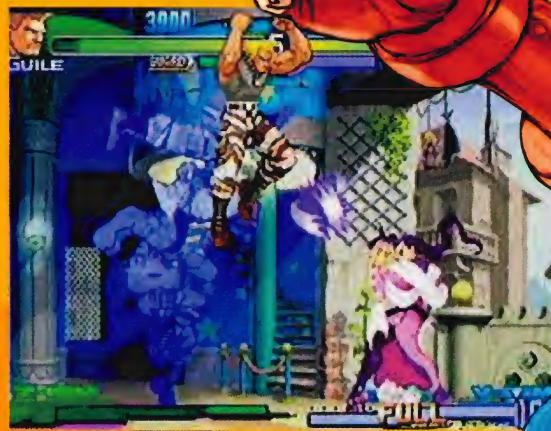
Console Moto	'Coom on!! This ain't no game mister, let's take this outside!!'
Number of Beat-'Em-Ups	Too early to say
Number of Good Beat-'Em-Ups	Three at present
Worthy Mentions	Super Smash Bros. Melee, Bloody Roar Extreme, Capcom Vs SNK 2 EO
Competition	Virtua Fighter 4, Tekken Tag Tournament, Tekken 4, SF Ex 3, Bloody Roar 3 (PS2), Dead Or Alive 3 (Xbox)

THIS IS A bit of a cliché, but we could well be returning to a situation akin to that of the SNES. Nintendo has a large majority of the beat-'em-up specialists lining up to develop for it. SEGA officials have said time and time again that the company will be supporting Nintendo in a big way. At present, *Virtua Fighter 4* has only appeared on the PS2, however you can be sure that it will come to GameCube sometime next year.

Namco has already expressed its reluctance to work with Sony anymore. Namco's MD Yasuhiko Asada has this to say earlier in the year; "I'm looking to Nintendo more. Nintendo has kept the same concepts alive since the Famicom (NES) era. It's just great!" And that just about sums up that situation. Back in August at Nintendo SpaceWorld Namco revealed the arcade version of *Soul Calibur II*. In an exclusive of sorts, *SCII* will arrive on GameCube complete with multiple additional features.

Last of the big hitters is Capcom. With the entire *Resident Evil* series coming exclusively to GameCube and the recent news that *Capcom Fighting All-Stars* in in the works, the future is looking sweet. *SF Alpha 4* or *Rival Schools 3* anyone? The company has been very quiet concerning its plans but we managed to get this short quote from MD, Yoshiaki Okamoto; "We are thinking to expand our software widely on GameCube." Hey, it's better than nothing!

The only company not covered is Tecmo. The creator of the bouncy *Dead or Alive* series is currently extremely friendly with Microsoft, so it doesn't look like *Dead or Alive 3* will be coming to GameCube any time soon. Never mind. We've got enough to be getting on with anyway. There are currently four more 100% confirmed fighters for our little box of tricks – *Soul Calibur II* and *X-Men: Next Dimension*. Turn the page to find out more.



Rival Schools 2 didn't have that much of a commercial impact but it was a wicked fighter. Fingers crossed for a follow-up.

SIMON

TOP 3 BEAT-'EM-UPS OF ALL TIME:

Street Fighter II, Tekken II, Soul Calibur

FAV. FIGHTER OF ALL TIME:

Lei Wulong (well, he's Jackie Chan, isn't he?)

DREAM CUBE FIGHTER:

Namco StreetFighter Melee (that'd be one helluva slugfest!)



MARTIN

TOP 3 BEAT-'EM-UPS OF ALL TIME:

Mortal Kombat II (SNES), X-Men: Children Of The Atom (Arcade), StreetFighter Alpha 3 (DC)

FAV. FIGHTER OF ALL TIME:

Shang Tsung (Mortal Kombat II)

DREAM CUBE FIGHTER: Mortal Smash Brothers Melee (it's-a me, Scorpion!)



CHANDRA

TOP 3 BEAT-'EM-UPS OF ALL TIME:

Capcom Vs SNK 2 (GC), Soul Calibur II (Arcade), Mortal Kombat II (SNES)

FAV. FIGHTER OF ALL TIME:

Mitsurugi (Soul Calibur, DC)

DREAM CUBE FIGHTER: Capcom Vs Namco (ooooooooh, special...)



BYRON

TOP 3 BEAT-'EM-UPS OF ALL TIME:

StreetFighter II (SNES) Yie Ar Kung Fu (BBC Micro)

Renegade (Spectrum)

FAV. FIGHTER OF ALL TIME:

Sagat

DREAM CUBE FIGHTER: Bare Knuckle Bitch Fight: featuring Ann Widecombe Vs a rocket launcher



DREAM ON...

THE CUBE TEAM LOVE THEIR BEAT-'EM-UPS. THE SAME NAMES KEEP POPPING UP SO IT LOOKS LIKE CAPCOM WINS THIS ROUND...



SOUL CALIBUR 2

We really should carry a spare pair of pants...

YOU REALLY DON'T need to know much about this game, other than the following;

- Sequel to the fantastic, weapons-based Dreamcast hit
- New characters and stages
- All-new moves, combos and desperation attacks

Soul Calibur II will be THE beat-'em-up of 2003. Its fluid combo system beats *Tekken's* cheesy, 10-hit combo rubbish hands down. Its predecessor made the Dreamcast a must buy for fighting fans, and *SCII* will do the same for GameCube when it comes out in March '03. Sixteen characters have been officially confirmed. They are Cassandra, Nightmare, Mitsurugi, Taki, Ivy, Talim, Astaroth, Kilik, Chai, Maxi, Raphael, Hong, Yoshimitsu, Cervantes, Voldo and Charade. Just remember that these are arcade shots – the GameCube is superior to the System 246 technology of the arcade...we think you understand. Enough talk, enjoy the lurvely screenshots.



Just think, it'll look even better than this. Drool...

MORTAL KOMBAT: DEADLY ALLIANCE

Bone-crunching, blood-curdling violence anyone?

IT'S BEEN A while since we've seen anything new from the world's goriest fighter but brand spanking new code was available to play at this year's ECTS, and we'd just like to say... *Mortal Kombat* rocks! The early code shown at E3 in May was a little disappointing but the latest version has many more features incorporated such as bump-mapping, lighting and most importantly, fatalities.

The character models are very impressive as is the character animation. We have yet to see the real-time bruising and sweating but we have been assured that it is next on the team's list of priorities. This is most definitely one to look forward to and we hope to have a massive In-Depth for you in issue 12.

There are no shots of the fatalities yet but we've seen them, and believe us, you won't be disappointed.





X-MEN: NEXT DIMENSION

X marks the spot and it's on your forehead!

ACTIVISION'S BEAT-'EM-UP TAKES its inspiration from several games – that much is obvious. Featuring interactive environments and multi-area arenas it borrows heavily from games like *Killer Instinct* and *Dead Or Alive*. Then there's the fact that you can upercut your opponents into the air and proceed to jump up to them and perform air combos... straight out of *Rival Schools 2* we'll have you know. Still, this does mean that the game has plenty of cool little elements in it. The characters are all licensed meaning that they look every bit as good as their comic book counterparts and the game is due to arrive in time for the launch of the second X-Men film. Cunning.

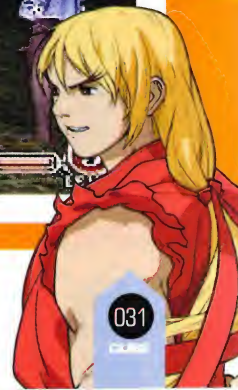
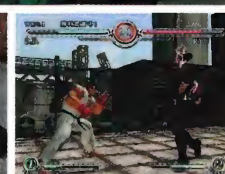
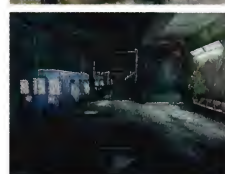


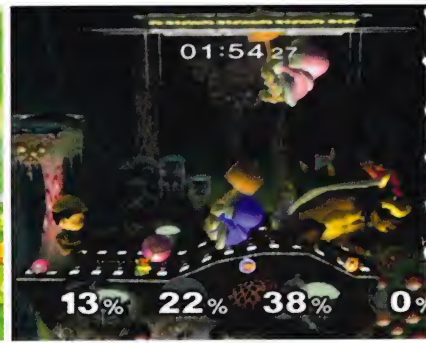
The characters have been faithfully recreated for the game.

CAPCOM FIGHTING ALL-STARS

The masters of the genre return to the fray.

CAPCOM JUST RECENTLY announced a new, 3D fighter that will hit Japanese arcades in December. The as yet unnamed beat-'em-up will feature old favourites such as Ryu, Strider, Haggar and Nash, and looks to play in the *StreetFighter EX* style. Whether this will be a brand new Capcom experience or simply the next EX game in disguise is unknown. What we do know is that the game will be coming to GameCube early next year and will be given a makeover from what looks to be running on System 246 (PS2-based) hardware.





BLOODY ROAR PRIMAL FURY

Hudson claws its way into the arena with bloodied fangs and fluffy tails.

THE PREMISE FOR *Bloody Roar Primal Fury* is simple. Fight your opponent using combos, throws and special moves. When your super gauge fills up you can transform into a huge beast, and rip your opponent to shreds! The *Bloody Roar* series is a smart one – sadly, it has been decidedly overlooked by most people, due to the fact that both

Capcom and Namco have had other titles out. *Bloody Roar Primal Fury* is an update of the PS2 game, featuring extra characters, extra stages, new moves, updated graphics and a constant 60 frames per second screen update. Admittedly the graphics aren't as good as they should be on the GameCube but it's still a great little game.



⬆ Cute ladies versus leopards? Only in BR.



VERDICT

Reviewed In: Issue 6
CUBE Score: 7.0

"*Bloody Roar* is a beat-'em-up that shows the GameCube offering a more varied line up of software than the N64 ever did, and is well worth your money on launch day."

SUPER SMASH BROS. MELEE

Nintendo reminds the world that it can do any type of game when it needs to.

YOU SHOULD ALREADY know more than enough about this game from the immense amount of magazine and TV coverage that it has received. For those of you who don't, it's a massive fighter featuring every Nintendo character in the world ever plus one. It's also the only decent four-player fighter in existence.

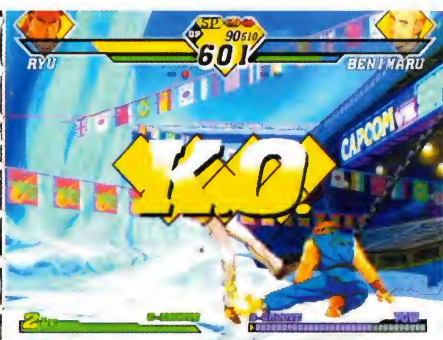


⬆ More of a multiplayer fun-fest than a single-player beat-'em-up, SSBM will keep you going for a long time.

VERDICT

Reviewed In: Issue 6
CUBE Score: 8.5

"*Smash Bros.* Won't win over the beat-'em-up hardcore but Nintendo fans will rejoice in the fantastic idea behind it. Every Nintendo-head should have a copy of this fighter."



CAPCOM VS SNK 2 EO

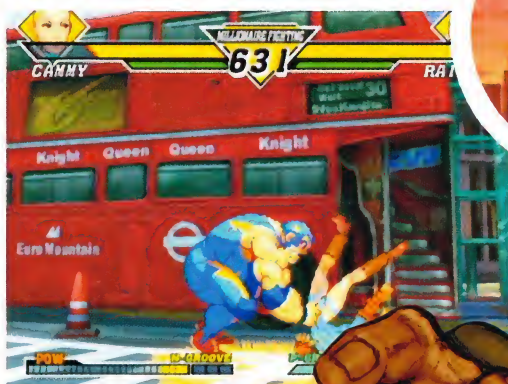
Capcom updates the perfect fighter for GameCube.

THERE ARE TWO schools of thought on the 2D beat-'em-up. Either you love them or you hate them but an awful lot of people were brought up on *StreetFighter II*. For those people *Capcom Vs SNK 2* is the finest game in existence. Some magazines slated it because it offered a dodgy control system that involved the C-Stick but the fact is that you can choose to use the regular buttons if you want. Ten million characters (okay, not really) and a football stadium full of moves make this unmissable.

VERDICT

Reviewed In: Issue 9
CUBE Score: 9.0

"CVsSNK 2 EO is the leader in its field and this means that anyone who's even remotely into their beat-'em-ups is to pick it up immediately. Trust us, you won't regret it"



CUBE THINKS...

SO THERE YOU have it – three top-notch beat-'em-ups already out and four more on the way. With the advent of *Soul Calibur II* a new standard will be set for the world to follow. Sadly, its exclusivity to GameCube will only last for a short while before it makes its way to other platforms, but that's where proper exclusives like *CVsSNK 2 EO* come in.

As if you really need any more (tut, there's always one), Capcom, Namco, Hudson and SquareSoft will be announcing their other GameCube plans at this month's Tokyo Game Show. Rest assured, there will be beat-'em-ups in there. Then there is the whole *Dead or Alive 3* situation. Right now, the title is an Xbox exclusive, developed by Team Ninja. Whatever you read elsewhere though, a GameCube version is a probability rather than a faded dream. The publishers simply won't make enough money from only releasing an Xbox version. **CUBE** predicts that Tecmo (the publishers) will give another developer the task of converting the game for GameCube. Expect the announcement to be made in the next couple of months. How can we be so sure? Erm...we can't tell you that, sorry! And we haven't even mentioned what Sega will be doing yet! We think that you get the picture, and it's turning out to be quite a masterpiece isn't it?



CUBE

Ⓢ INFORMATION

BLOOD OMEN 2

PUBLISHER: EIDOS

DEVELOPER: CRYSTAL DYNAMICS

ORIGIN: US

GENRE: ADVENTURE

PLAYERS: 1

PERCENTAGE COMPLETE



Ⓢ AT-A-GLANCE

- BROODING VAMP ADVENTURE
- SUCK THE BLOOD OF YOUR FOES
- ATTACK WITH FORCE OR STEALTH
- USE DARK GIFTS TO SOLVE PUZZLES
- LOADS OF WEAPONS AND ENEMIES

RELEASE DATES

NOV '02

TBA

NOV '02

I vant to suck your blood...

BLOOD OMEN 2

Ⓢ Hey! Isn't that R2D2 at the back of the room? Erm...



NOW
THAT'S
MAGIC

Most of the switches and mechanisms in the game are activated by Glyph Magic – usually, you'll have to charge Glyph boxes before you can activate them.



It's been a long time coming, but the sequel to the original *Legacy Of Kain* has finally flapped our way...

SOMETIMES A GAME appears that has a storyline so complex and engrossing that it can't be told in just one game alone – it's usually these games that manage to gain a cult following of fans who want to know what happens next. Such is the case with the *Legacy Of Kain* series; when the original appeared on the PSone back in 1997, we doubt that anyone could have foreseen just how popular the game would become or how much Crystal Dynamics could draw the whole story out. Now though, four games and ages of waiting later, we're finally going to find out exactly what happened after the end of the very first game... about time too, eh?

Set 300 years after the events of the original *Blood Omen*, *Blood Omen 2* sees everyone's favourite vampire tyrant Kain awaken from a coma, only to find that the land of Nosgoth isn't quite how he remembers it. Rather than being under his command and filled with vampires, Nosgoth is now dominated by the vampire-slaying Sarafan –

an order of magic-users who are out to cleanse the land of evil. Naturally, Kain isn't too happy about this and so it's up to him to hunt down the Sarafan Lord (coincidentally, the bloke that put him in a coma in the first place) and rip him to pieces; cue 11 massive levels of 3D exploration and mortal slaughter, all topped with a hefty portion of blood sucking and puzzle solving. Nice.

If you've never played a *Legacy Of Kain* game, you might not know what to expect – think *Tomb Raider* with vampires and you're halfway there. It's got plenty of fighting and bloodletting to be had, although you'll need to use your brain a fair bit to get past the fiddly (but not all that difficult) puzzles that lie in your path. It's a formula that works quite well and with some stirring atmospheric voice acting to back up the involving storyline, the whole package comes across rather nicely. With the GameCube port lying somewhere in-between the PS2 and Xbox versions in terms of visual quality, we're a little bit wary about how good the final game might look... but never fear, because we'll be first on the case when the full PAL review lands in next month's issue.

CUBE

PREVIOUS

FROM THE MAKERS OF...

SOUL REAVER 2

■ The series continues, this time with Raziel chasing Kain through time to discover how things got to be so bad.

TOTALGAMES.NET RATING: 76%

⬇ Geez, and I thought I looked bad in the mornings...



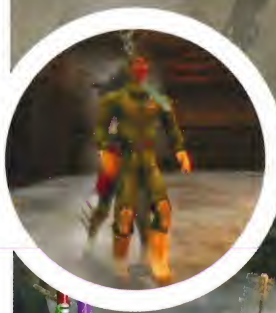
"THINK TOMB RAIDER WITH VAMPIRES AND YOU'RE PRETTY MUCH THERE..."



FIGHT, FIGHT, FIGHT!

THE GOOD, THE BAD AND THE UGLY

Not surprisingly, being a vampire has many disadvantages – not only does walking through a puddle result in your feet being burnt off, but people tend to react to your presence by trying to hack you into bite-sized chunks. Thankfully though, you can fight back with all manner of weapons including spiked clubs, swords, staves and even your own claws if things get a bit desperate. Of course, fighting enemies head-on can often result in things getting a bit messy so it's often best to try and take people out without being seen; in certain situations, this is a piece of cake thanks to your Dark Gifts. By activating your Mist ability while standing in a patch of fog, for example, you can then sneak up behind your enemies and use a fatal blow to kill them instantly... just try not to do it when other enemies are watching or you'll be spotted. Well, duh.



CUBE

THINKS...

FIRST IMPRESSION

■ The *Legacy Of Kain* series has always appealed to us thanks to the dark and foreboding subject matter, so it's nice to see that one of the games is finally heading for a Nintendo console. After the slight disappointment that was *Soul Reaver 2* (nice, but far too short and unsatisfying for what it was), we're hoping for big things from *Blood Omen 2*... if only because Kain's one bad-ass mofo of a vampire.

CUBE

YOU GOT THE GIFT, KID

TAKE ON THE ALMIGHTY POWERS OF THE LIVING DEAD TO MAIM AND BRAIN YOUR OPPONENTS.

As an all-powerful vampire, Kain isn't the kind of bloke you'd want to mess with; he's got tons of powers at his disposal that have to be mastered if you want to have any chance of survival. Basic skills include being able to float silently from great heights, a variety of attacks and the ability to literally suck the life out of fallen adversaries; on top of that though, there are also Dark Gifts to master by defeating each of the powerful vampire bosses that you meet along the way. Each Dark Gift manifests itself differently inside each vampire – while Kain starts with his own Mist ability (allowing him to transform into an invisible mist under certain circumstance), there are also others that can be gained such as Jump (cross great distances in one leap), Charm (take control of any nearby mortals for a brief period of time) and Telekinesis (move objects from a distance without touching them). You'll be needing all of them to make it to the final battle in one piece...



Welcome to the party, pal



SOLID... WHO?

The meter in the top right corner shows you how visible you are to the enemy – the more you stay out of sight, the less chance you've got of being shot...

CUBE

INFORMATION

DIE HARD: VENDETTA

PUBLISHER: VIVENDI UNIVERSAL

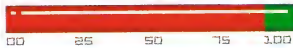
DEVELOPER: BITS STUDIOS

ORIGIN: UK

GENRE: SHOOT-'EM-UP

PLAYERS: 1

PERCENTAGE COMPLETE



AT-A-GLANCE

■ HIGHLY ANTICIPATED GAME

■ 12 MASSIVE CHAPTERS

■ TONS OF WEAPONRY

■ GREAT IN-GAME SPEECH

■ BRAIN-HURTING PUZZLES

RELEASE DATES



8 NOV



TBA



NOV 02



DIE HARD: VENDETTA

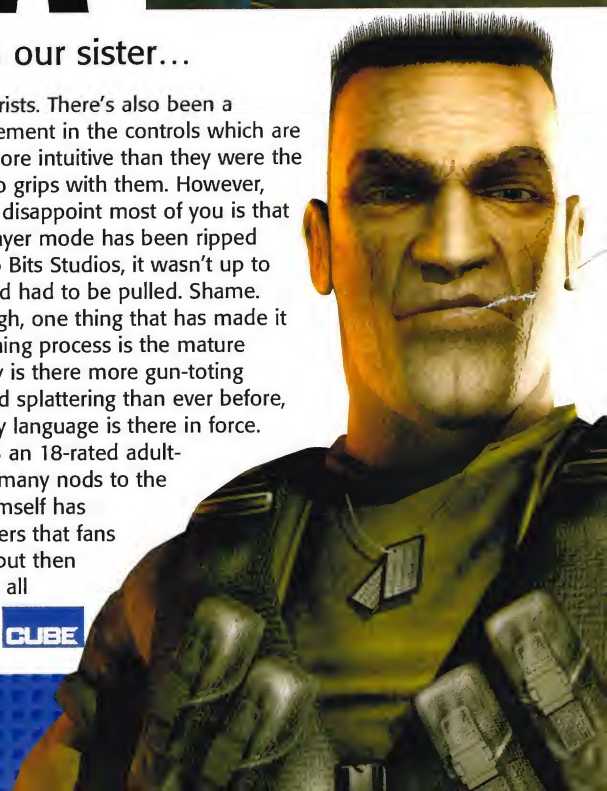
The only shoot-'em-up with feet smaller than our sister...

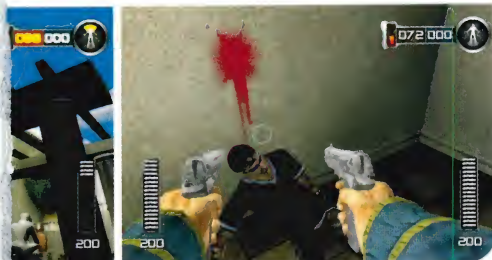
AND SO IT begins – the war to be crowned as the very best first-person shoot-'em-up on the GameCube is about to get a whole lot messier, thanks to the upcoming releases of both *TimeSplitters 2* AND *Die Hard: Vendetta* within a month of each other. In a perfect world, you'd buy both of them and be done with it... but unfortunately, things aren't always that easy. While you can read our views on Eidos' *GoldenEye* killer over on page 62, we've also had one last chance to give *Die Hard: Vendetta* a solid play before the impending review...

Since the last time we were given the opportunity to put John McClane through his paces, a number of things have been fiddled with – mostly for the better, we might add. For starters, the whole of the first level has been totally overhauled following a number of problems with the original design, so now you'll see McClane assisting the LAPD in an assault on a museum that's under siege from (yep, you guessed it)

international terrorists. There's also been a significant improvement in the controls which are now somewhat more intuitive than they were the last time we got to grips with them. However, the thing that will disappoint most of you is that the entire multiplayer mode has been ripped out – according to Bits Studios, it wasn't up to their standards and had to be pulled. Shame.

Thankfully though, one thing that has made it through the polishing process is the mature content – not only is there more gun-toting violence and blood splattering than ever before, but the heavy-duty language is there in force. Be warned; this IS an 18-rated adult-styled game with many nods to the films (McClane himself has numerous one-liners that fans will recognise)... but then isn't that what we all wanted? You're damn right it is... **CUBE**





↓ Mmm, camouflage. This summer's catwalk look...



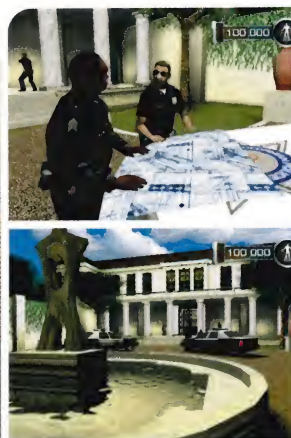
PREVIOUS

FROM THE MAKERS OF...

R-TYPE DX (GBC)

■ One of the most difficult shoot-'em-ups ever, brought in all its glory to the tiny Game Boy Color screen...

TOTALGAMES.NET RATING: 85%



SOFTLY, SOFTLY, CATCHY TERRORIST

BRAIN OVER BRAUN

Whereas most first-person shoot-'em-ups require you to have the itchiest trigger finger in town and blast anything that moves to smithereens, *Die Hard* takes a far more delicate tack – after all, you're a cop and that means you have to be a bit more responsible. Take the first level of the game, for instance; you're breaking into a museum packed with terrorists and a whole bunch of hostages, so working out who the targets are isn't always easy. What's more, each hostage is usually guarded by more than one terrorist, so you need to be careful – you might take out one terrorist, only to have the hostage assassinated by another that you didn't spot earlier. The best advice of all though is to use the right weapon for the job... storming into a room full of people with a machine gun (as we did) probably isn't the best course of action, unless you want a stack of dead hostages on your hands of course.



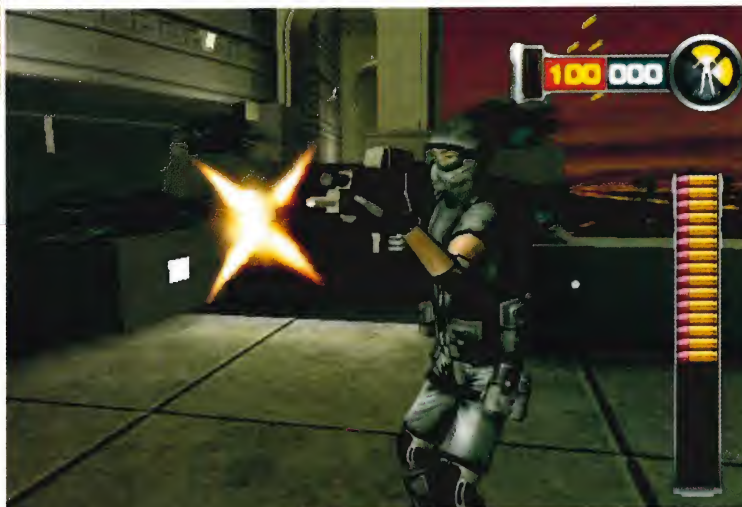
BRUCIE BONUS

IT'S BRUCE JIM, BUT NOT AS WE KNOW HIM.

One thing that's rather noticeable is the lack of Bruce Willis' face in *Die Hard: Vendetta*. Obviously, we're not all that bothered that Mr Willis didn't make it into the final game (what with him having legal rights over his likeness and all that), even though the hero of the whole story is still John McClane – however, what does make us laugh are the ways that Bits Studios have tried to work around the lack of Bruce's rugged good looks or vocal talent. As such, what we have is a good substitute – for example, there's a rather convincing impersonator standing in as the voice of McClane during the cut-scenes and other chatty bits (although he does tend to drift between Bruce Willis and Clint Eastwood at times). As for the face though... well, you'll never see it. It's not just because of the first-person perspective though – Bits have found some rather clever ways around mirrors and other reflective surfaces too...



"BE WARNED; THIS IS AN 18-RATED ADULT-STYLED GAME WITH MANY NODS TO THE FILMS... BUT THEN ISN'T THAT WHAT WE ALL WANTED?"



↑ Erm, I'm over here mate. Hello? Well if you will insist on being so vacant I'll have to cap you.



CUBE

THINKS...

FIRST IMPRESSION

■ Having now extensively played both games that could claim the title of 'Best GameCube FPS', we're in a bit of a quandary – they're both great, but which one should you go for? While *TimeSplitters 2* offers a decent single-player mode but is definitely at its best in multiplayer, *Die Hard Vendetta* is the exact opposite; a complete lack of multiplayer but ultimately a more enjoyable experience when playing alone. If you've got the money, you definitely need both... but we'll have the final word on the matter in our totally exclusive PAL review in next month's issue.

CUBE

Robots not really in disguise...

ROBOTECH: BATTLECRY

Flippin' huge robots, blowing the living daylights out of each other... can it get any better than this?

CUBE

INFORMATION

ROBOTECH: BATTLECRY

PUBLISHER: TOK MEDIACTIVE

DEVELOPER: VICIOUS CYCLE

ORIGIN: US

GENRE: SHOOT-'EM-UP

PLAYERS: 1-2

PERCENTAGE COMPLETE



RELEASE DATES



NOV '02



TBA



OCT '02

GIANT ROBOTS WITH guns that transform into other things... it's *Transformers*, right? Well, no – while most of you out there will probably think that the above description ends with the Autobots and Decepticons (or possibly *Voltron* if you're special like us), those of you with a keen taste for Manga will know that *Robotech* came before everything. Featuring absolutely huge weapon-toting mechs and the humans that pilot them into battle, the *Robotech* series practically launched the whole Manga phenomenon... so now, 17 years later, there's a mass-market game of it. About time, eh?

Set way into the future, *Robotech: Battlecry* sees you take control of a heavily armed Veritech Fighter (a mechanised robot with the ability to transform into a fighter jet) in an effort to protect Earth from the evil Zentradi... yeah, like the plot's ever mattered in a shoot-'em-up. What you basically get for your dollar are 15 levels (with 30 missions in each), packed with a variety of blasting action – when you're in Fighter mode you'll be flying through the sky, taking out enemy craft left, right and centre, while Battloid mode sees you stomping around on the ground, carrying out a number of different missions such as search and destroy, escort and protection. It's all pretty frantic and combined with the nifty cel-shaded graphics, the whole thing could be a winner when it lands on European shores this November... we'll bring you the final verdict in our review next issue.



The two-player mode lets you battle it out in all three combat modes... go Fighter, go!

IT'LL GRAB YOU!



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Available from
Argos

and all good independent
toy & hobby shops

Fooooooooooooore!



Bright green belt and pink shirt? Even we know better than that.



CUBE

INFORMATION

ACE GOLF

PUBLISHER: EIDOS

DEVELOPER: TELNET JAPAN

ORIGIN: JAPAN

GENRE: SPORTS

PLAYERS: 1-4

PERCENTAGE COMPLETE



RELEASE DATES



ACE GOLF

Can't wait for *Mario Golf* to hit the GameCube? How about this...

AHH, GOLF – THE perfect way to spoil a good walk, according to Winston Churchill. True, it's not exactly the most exciting and action-packed sport in the world but done properly in a videogame, it can be damn good fun. Take *Mario Golf* on the N64, for instance; a spot-on example of perfect golf physics with the characteristics of a Mario game. Never let it be said that cartoon stylings can't make a game based on a fairly dull sport fun...

While we all wait for the GameCube version of Mario's golfing adventures though, Eidos has jumped in with its very own effort – *Ace Golf*. Combining completely realistic physics and all the facets of a 'proper' golf game with a style of graphics and animation that looks like it came straight out of a Manga comic book, *Ace Golf* attempts to bring golf to the masses with a range of game modes and play styles, as well as mini-games for variety. Although becoming a master isn't something that'll happen overnight, it uses an interface that anybody can pick up and allows for total control of the ball; just pull back on the C-Stick to start your swing, then push forward when the power level is right to send the ball flying. It's very simple, yet highly effective... **CUBE**

LONGER, HARDER, BETTER



Obviously, a golfer is only as good as his equipment – that's why as you progress around each course and attempt to come out on top of your fellow pros, it's important to upgrade your clubs and balls every chance you get. Although much of *Ace Golf* tries to stick to the realistic concepts that make golf a game of skill rather than chance, there are several types of club and ball that can offer improved abilities and distances. Right now, Eidos is playing its cards close and telling us little about how extra equipment such as the Ice Club or the Fire Club (each along with matching balls) can enhance your golfing experience... nevertheless though, you can bet that they'll be essential when you make it to the tougher tournaments later on in the game.





Flying ships... whatever next?
Haven't they heard of planes?



Yo ho ho and a bottle of fun!

SKIES OF ARCADIA LEGEND

CUBE

INFORMATION

SKIES OF ARCADIA LEGEND

PUBLISHER: SEGA

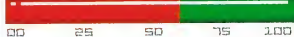
DEVELOPER: OVERWORKS

ORIGIN: JAPAN

GENRE: RPG

PLAYERS: 1

PERCENTAGE COMPLETE



RELEASE DATES



TBA



DEC '02



02 '03



The entire game is based in the sky... hence the name, see?

The finest RPG to ever grace the Dreamcast is finally setting sail for the clearer waters of the GameCube...

THERE REALLY IS nothing quite like being a pirate, you know – fresh sea air, a shiny new cannon to fire at people and all the gold sovereigns you can eat. We always wanted to be pirates when we were younger, if only for the fact that you can wear odd-looking clothes and add the words 'arr' on the front of every sentence; kind of like Byron does already. Now though, we'll finally get the chance to experience the pirate life thanks to SEGA's latest and possibly most adventurous GameCube title to date...

Based on the massive Dreamcast RPG of the same name (except for the Legend bit, obviously), *Skies Of Arcadia Legend* tells the tale of a young air pirate called Vyse and his friends as they race to recover the six mystic Moon Stones before the evil Valuan empire get their hands on them... you know, typical hero stuff. Those of you who enjoy epic adventures with engrossing storylines, gorgeous graphics, exciting battles and mind-bending puzzles will fall for *SOAL* immediately but even if you're not a fan, it's going to be worth checking out. What's more, SEGA has promised graphical improvements over the DC version and the addition of a new character and numerous extra side missions to complete in the GameCube port. Personally, we can hardly wait...

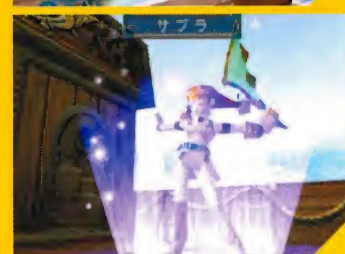
CUBE



HAVE AT YOU!

SIMPLY SUPER SIR!

Much in the same vein as the *Final Fantasy* series, *Skies Of Arcadia Legend* features turn-based battles (both random and of the 'nasty boss' variety). While much of what's on offer will be familiar to fans of the genre – basic and magic attacks, item use and defending – there's also a twist in the form of the Spirit bar. Each turn, you'll earn Spirit points depending on who's in your party; you can also set characters to 'focus' on their turn in an effort to gain even more of these points. When enough have been built up, you can assign them to your chosen party member to perform S-Moves – each character has a unique selection of these which cost varying amounts of Spirit, but can cause immense damage... exactly what you need when the going gets tough.



"WE'RE SO GLAD THAT SEGA HAS TAKEN THE GAME BACK IN-HOUSE, IT'LL TURN OUT EVEN BETTER THAN IT WAS BEFORE!"

If speed kills then this game's a murderer



"YOU'LL BE TOO BUSY
CONCENTRATING ON THE
ROAD AHEAD TO NOTICE
THE GORGEOUS SCENERY."

PREVIOUS

FROM THE MAKERS OF...

BURNOUT

■ Hey, guess what kids? Criterion are the same folk who gave us the enjoyable, if slightly flawed, *Burnout*.

TOTALGAMES.NET RATING: 8.5%



CUBE

⊕ INFORMATION

BURNOUT 2: POINT OF IMPACT

PUBLISHER: ACCLAIM

DEVELOPER: CRITERION GAMES

ORIGIN: UK

GENRE: RACING

PLAYERS: 1-2

PERCENTAGE COMPLETE



⊕ AT-A-GLANCE

■ OVER 21 SELECTABLE VEHICLES

■ SPECIAL LICENSE TRAINING MODE

■ SIX COMPLETELY NEW COURSES

■ FEATURES INTELLIGENT TRAFFIC

■ VEHICLES CAN BE MODIFIED

RELEASE DATES



Q1 '03



TBA



Q1 '03

BURNOUT 2: PO

Criterion's latest offering should be right up the speed freaks' alley...

REGULAR READERS OF CUBE will probably be aware that we were big fans of the original *Burnout* (awarding it, as we did, an impressive 8.5 back in issue 6). Suffice it to say, we were rather happy when we heard that the sequel – *Burnout 2: Point of Impact* – was headed to our beloved console. Having played preview code of the new game we can happily confirm that it looks set to build on the foundations laid down by its illustrious predecessor by introducing a plethora of new features and gameplay modifications to the racing mix. For the most part, the basic concept remains largely unchanged for this second outing. So, once again the main bulk of the action centres on driving through traffic-packed locations at breakneck speeds, with precious little regard for the Highway Code (or other users of the road). However, British developer Criterion has introduced a significant number of alterations here – many of which rectify some of the more irritating aspects of the original. For example, the excessive replays that followed crashes have been toned down, more tracks have been added (the six new US-inspired locations contain a blend of circuit and

point-to-point stages) and a far wider selection of vehicles (over 21 are available) are up for grabs. Other new additions include a multiplayer option and a rather smart pursuit challenge – where you drive a cop car and attempt to smash felons off the road (imagine Taito's *Chase H.Q.* but on steroids). The biggest (and most obvious) enhancement is in the visual department though. Granted, there's slightly less traffic on the road this time round, but you really won't notice because good lord does this game shift. Put simply, *Burnout 2* is the fastest and most exhilarating racer we've ever seen. You won't have time to admire the gorgeously detailed locales you're racing through because you'll be too busy concentrating on the road ahead. Indeed, once you pick up the pad you'll find every person and thing around you just melts away into irrelevancy; all that matters is the road that lies ahead. Few titles require such total and complete concentration, but the satisfaction gleaned from completing your first perfect lap is immense. The game is still being polished up but already it's shaping up into one of the must have titles of next year.

CUBE



GOING FOR THE BURN

SPLIT-SECOND RECTIONS NEEDED

In *Burnout 2* the key to getting first place (and the fastest lap times) lies in mastering the art of controlling burnouts. The system itself works around a fairly simple premise, basically, by driving like a lunatic (weaving through oncoming traffic, holding drifts and such like) a boost bar in the bottom left of the screen begins to fill up. Once this gauge is full, it lights on fire to signify that you're ready to go for a burnout. By pressing and holding a button, your speed goes through the roof and the boost bar begins to decrease. If you can maintain control of your vehicle until the bar is fully used up then you've pulled off a burnout – at which point the gauge refills – consequently, this means burnouts can be linked together. Unfortunately, the multiplier resets if you're involved in a collision or a major scrape. It's all about holding your nerve really...

MAXIMUM OVERDRIVE

Having mastered your motor, you'll be able to maintain a burnout throughout entire stages. However, keep in mind that just one little crash will send you flying.



⬇ Roadside detail is extremely high in *Burnout 2*.



INT OF IMPACT

SUPER GREAT SMASHING

Fans of the original title will no doubt recall the spectacular collisions that resulted when you slammed into another vehicle. Sadly, the replays that followed such incidents – whilst initially impressive – soon became extremely intrusive. The good news is that in *Burnout 2* the crashes and smashes are even more impressive, but the excessive replays have been toned down, making for a far more fluid driving experience. In addition to this it's now much harder to crash your vehicle. So, unlike in the first game where a small scrape against a barrier would end in disaster, you can now get away with minor jolts and collisions. It's a small change, but it makes no end of difference to the gameplay.



CUBE

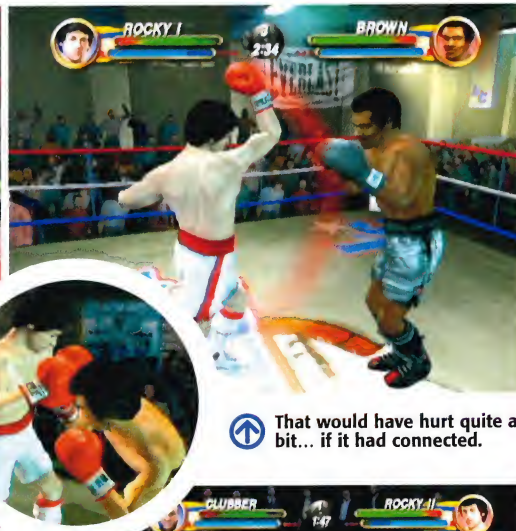
THINKS...

FIRST IMPRESSION

Well, what can we say? In a nutshell *Burnout 2* looks set to become the slickest and most enjoyable racing title available for the GameCube. The game dispenses with realism and other tiresome nonsense and instead delivers straight out, old-fashioned arcade thrills and spills. Sadly, static screenshots really don't do the game justice, just take our word for it, this game is fast... very fast. What's more, any racing title that leaves you walking away from your console drenched in sweat has got to be pushing the right buttons, either that or we need to try a new brand of deodorant.

CUBE

Adrian! Adrian!



That would have hurt quite a bit... if it had connected.

CUBE

INFORMATION

ROCKY

PUBLISHER: RAGE

DEVELOPER: STEEL MONKEYS

ORIGIN: UK

GENRE: SPORTS

PLAYERS: 1-2

PERCENTAGE COMPLETE



RELEASE DATES



ROCKY

And on the GameCube, weighing in at 225lbs...

USUALLY, VIDEOGAME/FILM tie-ins occur simultaneously – that way, you get maximum exposure and everyone goes home richer, happier or both. That's why you might be a bit stunned by the sudden appearance of *Rocky* on the GameCube (a purebred boxing game based upon not just the 1976 original, but all five movies) because it's... well, old. Unless you're a bit old like us, you might not have seen Sly Stallone whip everyone from Mr T to Dolph Lundgren with his fists of fury and slurred acting – but now's your chance. Ooh, you lucky people.

Although at first glance, *Rocky* might seem like just your bog-standard boxing game (two blokes punching each other, loser falls down), it's actually more than that thanks to the impressive Movie mode. Following the antics of each *Rocky* movie in turn, you get to take control of the man himself through each one as he fights through various opponents to reach the 'prize fight'; Apollo Creed in *Rocky I* and II, Clubber Lang in *Rocky III* and so on. In between each one, you'll see cut-scenes and FMV replicating the events of the film... hence the official license. It's certainly a combination that works well and if Rage manages to polish up the decent game we've seen so far, it'll be something that old Sly himself would be proud of.

CUBE



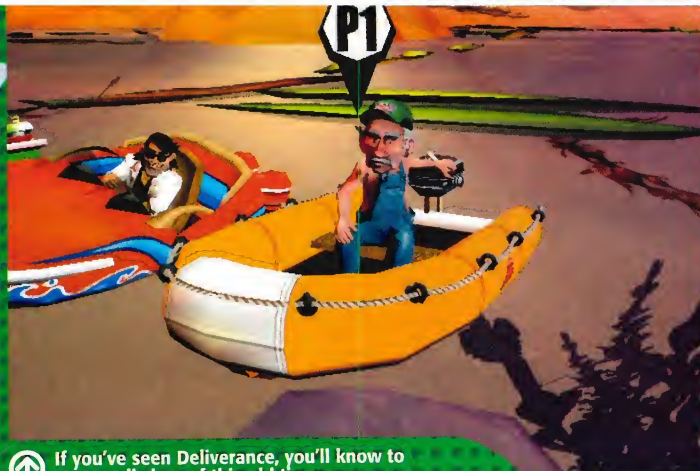
Duh... what does dat say then? And what's wiv the wed and green coicles, huh?



EYE OF THE TIGER

THE THRILL OF THE FIGHT

What with it being based on the *Rocky* license and everything, you'd be right to think that this game features more than just the fights from the movies – there are also segments based on the famous scenes when Rocky trains his arse off to get into shape. In between each fight in the Movie mode, you can pick an activity for Rocky to do to help build up his skills; ranging from speed bag and sit-ups to skipping and heavy bag punching, you have to complete each session with enough skill to earn a decent amount of extra stats. Unfortunately though, there aren't activities based on chicken chasing, log lifting, running up stairs or punching slabs of meat... so it's not totally true to the film. Bah.



⬆ If you've seen Deliverance, you'll know to steer well clear of this old timer...

CUBE

⌂ INFORMATION

MICRO MACHINES

PUBLISHER: INFOGRAMMES

DEVELOPER: SHEFFIELD HOUSE

ORIGIN: UK

GENRE: RACING

PLAYERS: 1-4

PERCENTAGE COMPLETE



RELEASE DATES

NOV '02

TBA

NOV '02

MICRO MACHINES

Wacky racers

It's the 'Cube debut of the diminutive dinky driving derby...

ORIGINALLY A CODEMASTERS title that first appeared on the NES and became a cult classic on the SEGA Mega Drive, *Micro Machines* has appeared on pretty much every platform in existence – it goes some way to proving that playability never goes out of fashion. Currently developed for the GameCube by Sheffield House, *Micro Machines* (as the unchanged name would suggest) sticks closely to the gameplay of previous incarnations. Minor changes come in the form of separate characters having their own driving attributes (the small accelerate quickly and the largest have the top speeds), a bomb tag multiplayer game and an all-new 3D solo championship challenge.

The addition of this one-player mode, although well implemented with a nippy camera that snakes behind you, may well not be reason enough to buy *Micro Machines*... but then again, the game was always about the multiplayer modes anyway. Expect tricky courses, dastardly weapons, cunning power ups and even after defeat, an urge for just one quick rematch... we'll have the PAL review for you next issue.

CUBE

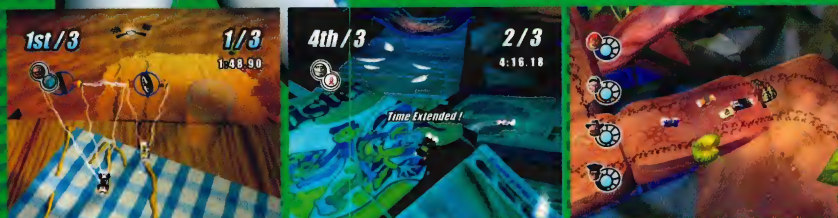
CUBE PREVIEWS



POP UP

WRONG WAY, FELLA

Gone are the breakfast tables and school desks of previous *Micro Machines* games, although the courses still drive similarly. From pastoral to Aztec (via graveyard and onto a space-station), the locales still have that familiar corridor-like driving quality – however, this time round you'll see an exclamation mark pop up above your car/motorbike/speedboat/hearse (delete as appropriate) when you stray too far off course.



Bish, bash... out with the lights!



Ⓢ Busty ladies fighting in skimpy clothing... have all our dreams come true at once?

CUBE

INFORMATION

BLACK & BRUISED

PUBLISHER: VIVENDI UNIVERSAL

DEVELOPER: DIGITAL FICTION

ORIGIN: US

GENRE: SPORTS

PLAYERS: 1-2

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES



NOV '02



TBA



15 OCT

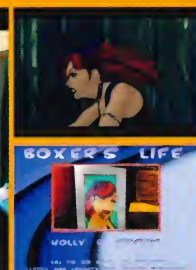
BLACK & BRUISED

You know, there really is nothing like a decent bit of cartoon violence now and again...

TAKE ONE LOOK at *Black & Bruised* and we guarantee that a lot of you will be reminded of *Ready 2 Rumble* – Midway's 'hilarious' arcade boxing series packed with weird and wacky glove-wearing fighters. Having played the game quite a bit though, we reckon that it actually harks back to the days of *Super Punch Out* on the SNES... if only for the fact that it's actually damn good fun. Filled with tons of coloured cartoon-style characters that look incredibly detailed, genuinely funny voice-acting and even rather familiar special 'power punches', it should please everyone who likes their sports games a bit less true-to-life.

Going on the code we played recently though, the game still has a fair way to go before it'll be completely finished – although visually *Black & Bruised* looks stunning, the actual mechanics of it (such as opponent AI, collision detection and response time between the button pushes and actual moves) are some way off. Hopefully, these are things that will be turned around quickly because the November release date is fast approaching. With these rather important refinements, we reckon *Black & Bruised* could be a rather fine game indeed.

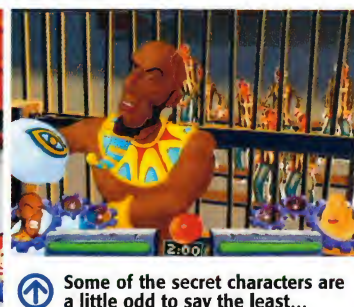
CUBE



IT'S A HARD KNOCK LIFE

LIFE THROUGH A BOXER'S LENS

The real meat of the game lies not in the Arcade or Multiplayer modes, but in the Boxer's Life section – think of it as a Career mode, but with more plot than you can shake a very big cartoon stick at. Basically, you pick your fighter as usual and then watch as the events of their life unfold... usually in a way that results in a fight or two. It's not just about winning though, as often stipulations will be added to each fight. For example, one of the characters (an Irish lad by the name of Mickey) owes rather a lot of money to one of the other boxers – as payback, this boxer wants you to win your next big fight in a particular round with a KO. If you don't, you'll be in for the beating of your life... oh, and the game won't continue either. Nice.



Ⓢ Some of the secret characters are a little odd to say the least...

CHEATS • TIPS MAPS • CODES & EXPERT GUIDES!



CHEATS • TIPS • SECRETS • GUIDES AND PASSWORDS

CUBE SOLUTIONS

THE UK'S PREMIER GAMECUBE TIPS MAGAZINE

COMPLETE WALKTHROUGH

ISSUE 03

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FOR JILL AND CHRIS
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EXCLUSIVE MAPS!

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✓ FULL SOLUTION
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ROGUE LEADER
- SUPER SMASH
BROS MELEE
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ISSUE 3
OUT
NOW



THE UK'S ONLY DEDICATED GAMECUBE SOLUTIONS MAGAZINE



Goofing around...



CUBE

INFORMATION

DISNEY SPORTS SOCCER

PUBLISHER: KONAMI

DEVELOPER: IN-HOUSE

ORIGIN: JAPAN

GENRE: SPORTS

PLAYERS: 1-4

PERCENTAGE COMPLETE



RELEASE DATES



DISNEY SPORTS SOCCER

The ref's a parrot and your star player is a duck in shin pads...

HMM, WE THINK we see a theme running here – Konami won't bring *Metal Gear Solid* or *Silent Hill* to the GameCube, yet it's quite happy to let us have what is basically *ISS* with Disney characters. Damn. Still, that doesn't mean things are all bad; in fact, having played the Japanese version of *Disney Sports Soccer* (the first in a long line of *Disney Sports* titles), we can say that it's... well, interesting. As we said, what you get for your dollar is a stripped-down version of the *ISS* engine with a simple

combination of controls and moves – one button for pass/tackle and one for shoot/slide. All your favourite Disney characters are here, as well as a range of 'magical' abilities for each star player to use at will... although we couldn't get them to work, no matter what we tried. Nevertheless though, this'll probably appeal to the younger sports fans out there when it arrives in November – we'll have a review in time for next issue, if you're interested (and not getting *SEGA Soccer Slam*).

CUBE



CUBE

INFORMATION

ZAPPER

PUBLISHER: INFOGRADES

DEVELOPER: IN-HOUSE

ORIGIN: US

GENRE: PLATFORM

PLAYERS: 1-4

PERCENTAGE COMPLETE



RELEASE DATES



By Jiminy!



Yes, yes – it's all very pretty. But where are the lily pads and fast-moving cars, eh?



ZAPPER

It's Frogger... but without the frogs

THERE'S AN AGE-OLD saying in the games industry – 'when in doubt, regurgitate'. Grasping the old-school bull firmly by the horns, Infogrames is bringing us *Zapper*; a platform adventure featuring a 'cheeky and charming' cricket with 'a whole lot of attitude and special abilities' (their words, not ours) who's out to rescue his brother from the evil

magpie queen. So far, so generic; but what makes it even better is that it's being brought to us by the team behind *Frogger 2: Swampy's Revenge* on the Dreamcast. Eh? You never played it? Well, we did... and it's exactly like *Zapper*, only with a frog rather than a cricket. Talk about money for old rope...

CUBE

CUBE

INFORMATION

CRASH BANDICOOT:
THE WRATH OF CORTEX

PUBLISHER: VIVENDI

DEVELOPER: EUROCOM/
TRAVELLER'S TALES

ORIGIN: US

GENRE: PLATFORM

PLAYERS: 1

PERCENTAGE COMPLETE



RELEASE DATES



Sony's mascot comes to the Cube...

CRASH BANDICOOT: THE WRATH OF CORTEX

Jump, spin, fly, die, then die once more – now do it all again...

HAVING ALREADY SEEN the previously unimaginable sight of SEGA's *Sonic* gracing a Nintendo console, we'll soon be witnessing Sony's answer to Mario on the GameCube. With an increasingly diverse range of games and some from the stable of previously sworn enemies, it seems for Nintendo that the future's bright, orange... and bandicoot shaped.

Although having improved in both graphics and gameplay with every sequel, many things in the ginger marsupial world remain the same. GameCube owners should expect the usual moves of spin, jump, belly-flop and slide, along with a mix of vehicle combat and the all new ability to control Coco – a smaller less powerful Crash-a-like. With 30 levels (still in 2.5D rather than full 3D) and a GBA link opening up mini games, this title should appeal to the younger gamers that find *Mario Sunshine* too taxing.

CUBE



CUBE

INFORMATION

BLOODRAYNE

PUBLISHER: VIVENDI

DEVELOPER: TERMINAL REALITY

ORIGIN: US

GENRE: ADVENTURE

PLAYERS: 1

PERCENTAGE COMPLETE



RELEASE DATES



It never raynes... it's poor



Vampire bitch in *Predator* rip-off – this thermal vision mode makes picking out targets easy...

BLOODRAYNE

This supposed to be a GameCube title... isn't it?

IF SOMEONE TOLD you that there was a game where you could play as a Nazi-killing vampiric demon-hunter, who attacked using big arm-mounted swords and a variety of guns... well, you'd be pretty interested, right? Yeah, so were we – until we actually had the chance to play with the PC-ported GameCube version of *Bloodrayne*. Sure, it's got some really novel and interesting concepts in it; the ability to slow down time and dodge through a hail

of gunfire, as well as using your harpoon-like chain to pull in victims for a good bloodsucking session is rather nifty. However, the whole thing right now looks like a suspect Dreamcast game and controls like a blind dog on heat – that's not very well, in case you don't understand – as well as having tons of pop-up and collision detection problems. Considering it's due out in less than two months, someone had better get their arses in gear...

CUBE



CUBE IN-DEPTH



CUBE

INFORMATION

STARFOX ADVENTURES

PUBLISHER: NINTENDO

DEVELOPER: RARE

ORIGIN: UK

GENRE: ADVENTURE

PLAYERS: 1-4

PERCENTAGE COMPLETE



RELEASE DATES



22 NOV '02



SEP '02



SEP '02

Over three years after it began, Rare's most ambitious project yet is in stores across the US.



STARFOX A

IT'S HARD TO believe we know, but *StarFox Adventures* is actually here. By the time you read this it will be in US shops and less than two months away from a PAL release. Having started out on the N64 over three years ago, insider reports are claiming that the code nearly had to go to Nintendo unfinished, such is the scope of the game. As the game

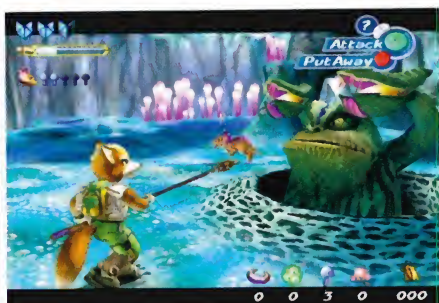
approached absolute deadline Rare had to pull in pretty much everyone in the company just to get the game finished. As it is, the bug testing had to be cut short, but what do you expect from a title that fills two discs and has an estimated 80 hours of gameplay in it? Bigger than any *Zelda* or *Final Fantasy* title it would have taken a good six

months to 100% rid the game of bugs, but we have been assured that any remaining bugs are only what most other games would have anyway.

So here it is; it could possibly be the last GameCube-exclusive title that Rare ever creates, and what a game to go out on. Eclipsing anything that we've seen so far, the massive development cycle



"RARE HAS HAD TO PULL IN PRETTY MUCH EVERYONE IN THE COMPANY JUST TO GET STARFOX ADVENTURES FINISHED"



THERE'S NO LIMITS

NO CUTBACKS NECESSARY

■ *SFA* features the largest environments we have ever seen in a videogame before. The fire cavern is especially noteworthy with its massive caverns filled with depth-cued textures, bump-mapping, light-sourcing and flame effects.

MMM, THOSE HAZY DAYS

EVERY TRICK IN THE BOOK

■ It looks like Rare has used every effect in the GameCube's repertoire to create the stunning visuals. One of the best is the heat haze, which distorts the textures behind it. Both *Mario Sunshine* and *Resident Evil* use this for different effects.

COUGH UP A FURBALL

OOH, SOFT TO THE TOUCH

■ We once thought that the fur effect would only appear in cut-scenes. Now it turns out that it appears throughout the game and is used to illustrate grass as well as character fur. The effect is also being used for the balls in *Mario Tennis*.



DVENTURES

has meant that the team could design, redesign and re-redesign textures in the game. It's easy to see how they got so carried away. The first deadline (late '01) was missed just because the storyline was so ambitious. The next deadline (Q1 '02) was missed because the team had developed a new fur technology, which absolutely had to be

implemented. It turns out that as well as adding this effect a whole load of other textures received a complete overhaul. While all this was happening the progression of the main game was delayed and so the game missed its third deadline (July '02). That brings us to August... the game is fast approaching absolute deadline and the

entire company has to be poached just to get the game out on time.

Essentially then, *StarFox Adventures* could be classed as a first generation title but if the game had come out last year, it wouldn't have come close to the dizzying graphical heights of the finished game. Guess we can't complain, eh?

PREVIOUS

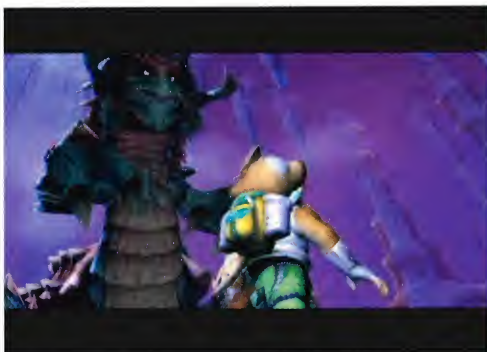
FROM THE MAKERS OF...

BLAST CORPS

■ Outrageously good fun. The 'just-one-more-go' syndrome is impossible to resist, burning up hours in a mad rush...



TOTALGAMES.NET RATING: 8.8



WET AND WILD

BETTER THAN MARIO? OH YES...

We've probably blabbed on about the water in *Mario Sunshine* a little bit too much recently but now that's going to stop. Why? Because now we're going to talk about the water in *StarFox Adventures*. It's good... it's very good. Rare has designed it so that it appears to be denser than regular water but that just makes it all the more satisfying. The heightened surface tension means that it looks extra smooth and refracts everything under the surface. Ripples get sent out in all directions and reflections distort accordingly.



CONTINUED

Back in issue three we brought you the first ever gameplay details of *StarFox Adventures* in a detailed, eight-page In-Depth; having played the game extensively at E3 and more recently at a Nintendo event in London we felt we should give you one final treat before the review next month.

The basic story goes that all hell has broken loose on Dinosaur Planet and the StarFox team has been sent in to clear up the mess. General Scales (a mean piece of work in anyone's book) wants the planet for himself and has invaded with his Krozoan troops and obligatory, Big Ben-sized bosses. There are numerous temples on the planet, each inhabited by a different species and each protecting an ancient treasure. It's

General Scales' intention to overpower all of these temples. While Fox's team are available to help out in terms of ammo/items/advice etc it's down to Fox to become the planet's saviour.

Fox isn't the only character who you control through the game though, and you begin the adventure as Krystal, a mysterious female hailing from one of the many kingdoms in the game. She becomes wise to the alien invasion at an early stage and directly attacks General Scales' command ship. You may have already seen screenshots of this section – Krystal rides atop a CloudRunner, powered-up magical staff in hand. In the midst of the assault, the staff gets knocked out of her hands and falls to the ground below. She then

"FOX'S TEAM ARE AVAILABLE TO HELP OUT IN TERMS OF ITEMS, BUT IT'S DOWN TO FOX TO BECOME THE PLANET'S SAVIOUR."



TAKE CONTROL

GETTING TO GRIPS WITH A FURRY FOX

ANALOGUE STICK

- Move Fox/Arwing/ around on the screen.
- Look in first-person view.
- Aim with the cannon.

A BUTTON

- Action button. Talk to someone/take out your staff/attack an enemy/use an item.
- Shoot with the Arwing.

C-STICK

- Manual camera.

D-PAD

- Switch between map and radar.

X BUTTON

- First-person view.
- Evade in Lock-On mode.

Y BUTTON

- Special Attack (assignable).

B BUTTON

- Put your staff away.
- Cancel a decision.
- Launch bombs with the Arwing.

L TRIGGER

- Centre camera.
- Roll left in Arwing.

R TRIGGER

- Shield.
- Roll right in Arwing.



BRUSHING UP WELL

FOX VISITS THE POODLE PARLOUR WITH STUNNING RESULTS

So, after months of thinking that Rare's new fur effect would only be used in cut-scenes it turns up in the game itself. We shouldn't really have doubted them should we; it seems silly now thinking about it – after all, why would they spend time on something that would only be seen for a tiny percentage of the time? There is one thing that the team didn't think of though and that's the fact that sticks and leaves should get stuck in his fur. After days of adventuring will Fox have to get Krystal to rub him down to give his worn coat a sparkling sheen? No, thought not...

Anyhow, the new fur technique can be applied to many object to give them a soft, almost fluffy appearance. Grass is a good example and the fine grass in the opening level is a perfect example of this. Trust the guys and gals at Rare to invent another graphical technique that the world has to aspire to.



makes it onto the ship where she gets captured by the General. A short while later Fox arrives on the planet's surface courtesy of his trusty Arwing. The immediate area is like paradise; waterfalls, flowers, that wonderful textured grass and friendly dinosaurs litter the area – you would never suspect that disaster is about to strike. A short distance away from the Arwing Fox comes across the magical staff lying in the grass. So begins his adventure...

Dinosaur Planet is home to a far wider spectrum of animals than just dinosaurs. The most notable example is the Lightfoot Tribe. While you would expect them to be thankful to Fox for trying to save them they are highly suspicious and as such Fox ends up being held captive.

It all starts because Fox manages to annoy one of the tribesman who then decides to tell the chief that Fox is a thief. Suffice to say it all goes wrong and Fox ends up tied to a stake begging for his life to be spared.

Things become a little easier once Fox bumps into Prince Tricky (heir to the throne of one of the kingdoms). As well as knowing his way around he's also a recognisable face and the perfect ambassador. It turns out that his kingdom was one of the first to be attacked. Krystal was on the command ship when the Triceratops kingdom was attacked and a part of the game sees Krystal escaping and trying to heal the King and Queen.

CUBE IN-DEPTH



HE'S SUCH A FUN-GUY

BUT THERE AIN'T MUSH-ROOM

■ In the versions we played, Prince Tricky could collect fungi from around the levels to keep his health up. These items can also be bought from Thorntail the trader, if you couldn't find enough of them just lying around the place...

OOH, IT'S RED RAW

MCCLLOUD IS ONE FIERY FOX

■ As the game progresses Fox will find upgrades for Krystal's magical staff. You'll find the ice upgrade in the snow caverns and funnily enough you find the fire upgrade in the fire caverns... now who'd have seen that coming?



TIME FOR A PIT STOP

FLAMES FROM THE PITS OF HELL

■ The GameCube is able to chuck translucencies and lighting effects around like nobody's business. Just recently Free Radical Design (*TimeSplitters 2*) commented that the GameCube was by far the best at rendering these effects.

CONTINUED

There are many different gameplay elements in *SFA* that meld together to provide a rich and varied experience. As well as the standard *Zelda*-style lock-on and strafe attacks there are also timed tasks, sub-missions and races. For example, if Fox doesn't get out of an area within the time limit the entire area will blow up. Other animals in the game have a large part to play as

well. Tricky is your main sidekick and as time goes on he can learn new abilities in a similar fashion to Fox. Most of these (Tricky's Ball for example) are obtainable from Thorntail's shop, but others like the flamethrower upgrade need to be found. This upgrade is found towards the end of the adventure and is the only way to breach the frozen caves. Other animals that cross your path are an old Mammoth, an armoured Triceratops and Krystal's Pteradon. We haven't



"AFTER EXPLORING THE ENTIRE PLANET YOU'LL BE GIVEN THE OPPORTUNITY TO CHASE SCALES ACROSS THE SOLAR SYSTEM IN YOUR ARWING"



OI, YOU - FOG OFF!

LOTS OF MISTY MAYHEM

■ With the GameCube's impressive processing power it can add mist as an affect rather than a necessity, and the mist in this level gives the scenery that crisp and chilly autumn morning feel. You can almost feel the dew in the air.

HE'S THE COMBO KING

NOT JUST A ONE-MOVE WONDER

■ As well as receiving upgrades throughout the game, Fox can also learn various attack combos. Each upgrade makes new attacks become available. The best combos see the magical staff powering up for an awesome final attack.

TIME TO DIG IN DEEP

SEARCHING FOR CHESTNUTS?

■ The forests in the autumn have to be some of the finest graphics in the game. In reality the entire floor is just a texture, but that hasn't stopped the team from adding leaves that fly up when you walk through them. Sweet.



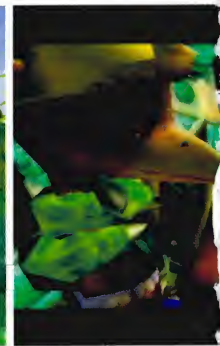
ridden the Mammoth just yet but the Triceratops barges through enemies in a Rambo-style and the Pteradon shoots off fireballs. Each character has an energy bar (shown at the bottom of the screen), which appears as soon as you mount them. Another element that helps to make *SFA* seem so huge is that you aren't limited to Dinosaur Planet. After exploring the entire planet you will be given the opportunity to chase Scales across the solar system in your Arwing. These missions take the form

of a space shoot-'em-up in a similar fashion to the classic *StarFox* games on the SNES/N64, and provide interim missions between Dinosaur Planet and the final showdown in the Krazoa Palace. Although these are obviously sub-missions, the quality and intensity are still extremely high.

It's in these levels that the rest of the team become more useful... well, if you can class Slippy constantly nagging you as being helpful. Slippy, Peppy, Rob the Robot

and General Pepper stay in orbit around Dinosaur Planet aboard the Great Fox. By the time you get to the palace you'll have tremendous support in the form of the whole team, a fire-breathing Tricky and a fully powered magical staff. The only thing left to do is to defeat Scales and rescue Krystal who gets kidnapped... again. What is it with women in videogames getting kidnapped? Can't they hold their own any more?





QUIT BUGGING ME

TEN BEETLES AND A FISH PLEASE

At various points in the game you will come across a mysterious trader who looks a little like General Scales. Admittedly he is nowhere near as large and doesn't have any legs but if you ignore these points it could be him! The first time you meet Thorntail is right at the start of the game, just after you first land in Thorntail Hollow. His shop consists of a complex network of caves, each containing valuable items. He will sell you certain artifacts in exchange for Golden Scarabs. These scarabs can be found on your adventure but they're not easy to come by and sadly there is to be no bartering with the trader. If you don't have the scarabs you don't get the goods.

Items that can be purchased range from standard maps, to dino dung, to staff upgrades. There are two entire rooms full of maps to the different areas on the planet and it gives you a good idea of how big this game really is.

AND SO IT BEGINS...

FROM THE TOP, EVERYBODY...

We can't remember how many times we've played this first section of the game so we reckon we're quite the authority on it. Here's a step-by-step guide to the first section; if you don't want anything spoiled for yourself though, then you should LOOK AWAY NOW! Of course, the fact that you're reading this In-Depth in the first place means you've spoiled it already...



1 Krystal learns of the impending attack from General Scales and his minions. She calls her trusty winged CloudRunner and takes to the skies to try and halt Scales' advance. During the offensive the magical staff gets knocked out of her hands.



2 After a continuous barrage of fireballs the duo manage to disable Scales' vessel. They land on the deck but Krystal doesn't count on the general being quite so big. He chucks her aside like a rag doll and continues on his mission of destruction.



3 The action switches to Fox who must first get through a wave of enemies and an asteroid field in order to reach Dinosaur Planet. Slippy offers advice from the Great Fox, which remains in orbit around the planet.



4 After an intense space battle Fox lands in Thorntail Hollow. General Pepper gives Fox a more detailed mission briefing and explain where his teammates will be if he needs them. The planet surface seems to be untouched.



5 Fox explores the surrounding area, which consists of lush, grassy openings, dozing dinosaurs and beautiful flowers. The dinosaurs don't seem to want to talk to Fox right now and there doesn't appear to be much to do in this area.



6 Eventually Fox comes across a staff of some sort in the grass. It has patterns and words engraved on it, although they make no sense to him. For the moment he can use it as a weapon or a lever for moving large boulders.



7 After further exploration, Fox finds an opening in the mountainside. The passageway goes deep into the mountain and is the home of Thorntail the trader. Here Fox can learn about new items, buy upgrades and buy all-important maps.

"THE BOSSES IN STARFOX ADVENTURES ARE ABSOLUTELY HUGE - YOU'RE NOT GOING TO BELIEVE YOUR EYES WHEN YOU SEE THEM..."



SAY CHEESE

AWWW, ISN'T HE A LOOKER?

■ Every character boasts countless different facial expressions perfectly suited to the situation that they find themselves in. As you can see, both Tricky and Fox are in need of new pants right now...

SLICE N'DICE

A LITTLE BRAINPOWER

■ The sheer size of the bosses means that it's rarely a matter of brute force; rather Fox needs to find other ways to kill them. These structures look like they could hurt if you could dislodge them somehow.

HEY THERE, MR SCALEY!

BOSSES AS TALL AS HOUSES

■ The bosses in SFA are massive. Despite being so huge every square inch of their bodies is highly detailed, making for some truly scary moments. This guy spits out balls of acid, which Fox must evade lest he becomes a pile of goo.

CUBE

THINKS...

FIRST IMPRESSION

■ We have been waiting for this game for three years, but has it really been worth it? The answer is a resounding 'yes'. It is more than apparent where all the time, effort and money has gone and if SFA doesn't sell by the bucket-load we'll cover our hats in horse manure and smoke them whilst wearing nettle-lined pants. There have been rumours that the game is a disappointingly shallow experience but you have to remember that these opinions have come from arrogant, American journalists... the same people who said that *Eternal Darkness* was a waste of time (and you know what we thought about that game). Our only fear is that SFA may well be too big. Will it be able to hold for the full 80 hours? You'll have to wait and see...

CONTINUED

Something that Rare and Nintendo are keeping extremely schtum about are the boss fights. To date we have only fought against two out of the lord knows how many bosses. The T-Rex and the Lizard/Mantis boss rival the *Zelda: OOT* fiends for pure, ten storey-high-style grandeur. The T-Rex chases you down a narrow corridor while you must find ways to slow it down. At this stage Fox has no upgrades strong enough to hurt the thick-skinned beast so it's down to the old grey matter to solve the problem. Fox can activate electrical barriers to fry the lizard or use explosive barrels to drop parts of the wall on its head.

The mantis boss is a different story. This fight comes at the end of the fire caverns and by this stage of the game Fox has several upgrades, the shield function (R Trigger) and Tricky's advice. This is more of an arena battle, which sees Fox automatically going into Lock-On mode (as he does with any enemy). Once in this mode he can strafe around the boss and roll out of the way of any projectiles.

Other than these two bosses Rare hasn't even hinted at what else to expect. All will be revealed when we FINALLY get to do our exclusive review next issue...

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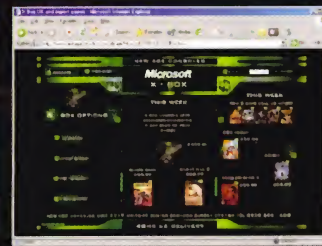
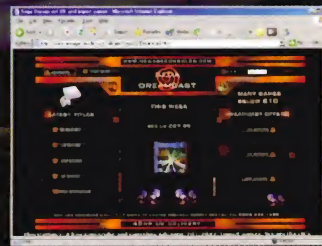
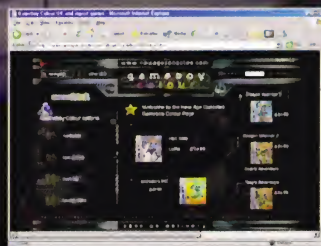
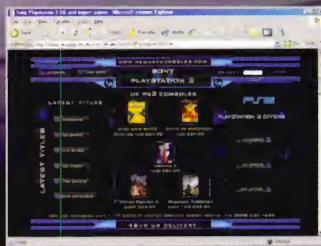
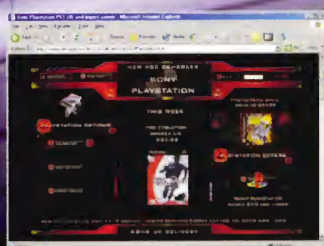
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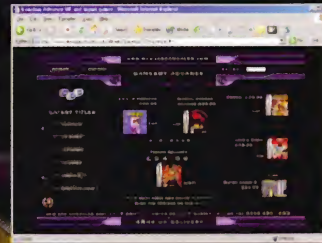
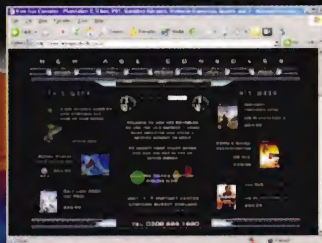
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CUBE

ISSUE ELEVEN

REVIEWS

IT'S-NAY ON THE MARKETING-MAY

EDITORIAL

THERE ARE A FEW things wrong with the games industry that I choose to ignore. I can deal with popular licenses being bought and turned into crap games that'll sell regardless – heck, I can even put up with watching games that have done well in the past being rehashed time and time again. However, having spent the last few months watching stupid marketing ploys appear in an effort to push *Turok Evolution*... well, it's a bit much. First, some poor sap queues outside a shop for 50 days, then Acclaim offers cash to get people to change their names to Turok and even more cash for someone to name their baby Turok if it's born when the game comes out... blimey. Sure, advertising's all about getting attention but I can't help but think that maybe some of that budget could have been spent on making it fun instead... ■ MARTIN MATHERS



TIMESPLITTERS 2

We've been promising and promising that you'd see the first PAL review of this *GoldenEye* beater right here – and now we're delivering. Needless to say, you absolutely HAVE to get this game right away...

62

CUBISTS

This month saw the entire CUBE team winning Acclaim's rubbish competition... yay!

TUROK PHILLIPS



GROUP EDITOR
CUBE

WANTS TO BE: A young person
THIS MONTH: Our beloved editor made it to the grand old age of 28... a miracle if ever there was one, given the doctor's diagnosis. He might be old, but that doesn't mean he can't party – he was up celebrating until at least 10pm listening to Val Doonican...

TUROK MATHERS



GAMES EDITOR
CUBE

WANTS TO BE: A gun-toting chimp
THIS MONTH: Interviewing important Japanese developers, writing guides to massive games and reviewing *TimeSplitters 2*... it's been a hard month for Mart. Luckily though his hibernation period is coming up, so at least he'll get some well-earned rest.

TUROK NAIR



NEWS EDITOR
CUBE

WANTS TO BE: Darius Danesh
THIS MONTH: Chandra's unabashed attempts at superstardom continued this month, when he was told he was in fact just 'too good' for the BBC... but only because the auditions for Beppe's twin brother in Eastenders had ended months ago. Damn.

TUROK WILKINSON



STAFF WRITER
CUBE

WANTS TO BE: The letter Q
THIS MONTH: Mr Wilkinson (or By, as he's become known to the team) got his very first chance to visit the ECTS. Unfortunately though, the huge crowds of people and flashing lights got a bit much for him... and that was before he even got off the coach.

TUROK ADAMS



STAFF WRITER
CUBE

WANTS TO BE: Anyone but Gary
THIS MONTH: Being the wiry young son-of-a-gun that he is, Gary managed to astound us all by winning the CUBE scrap to decide who got to review *Super Monkey Ball 2*. Needless to say though, we'll be taking him outside for a good 'talking to' later...

TUROK LACEY



WIKEDAMOR
CUBE

WANTS TO BE: Mrs White Stripes
THIS MONTH: We managed to lure the news editor of P2 into coming to write our slightly damning *Eggo Mania* review... not just because we valued his opinion, but also because it meant we could lay the blame on someone else when Kemco got angry and tried to beat us up after work.

TUROK PEAT



DESIGNER
CUBE

WANTS TO BE: A Siamese cat
THIS MONTH: Rejoice, all ye sad and loner teenage gamers – Steph's come back to the mag that treats her right. That doesn't mean she wants you writing in with claims of undying love though... after all, she gets enough of that from Chandra.

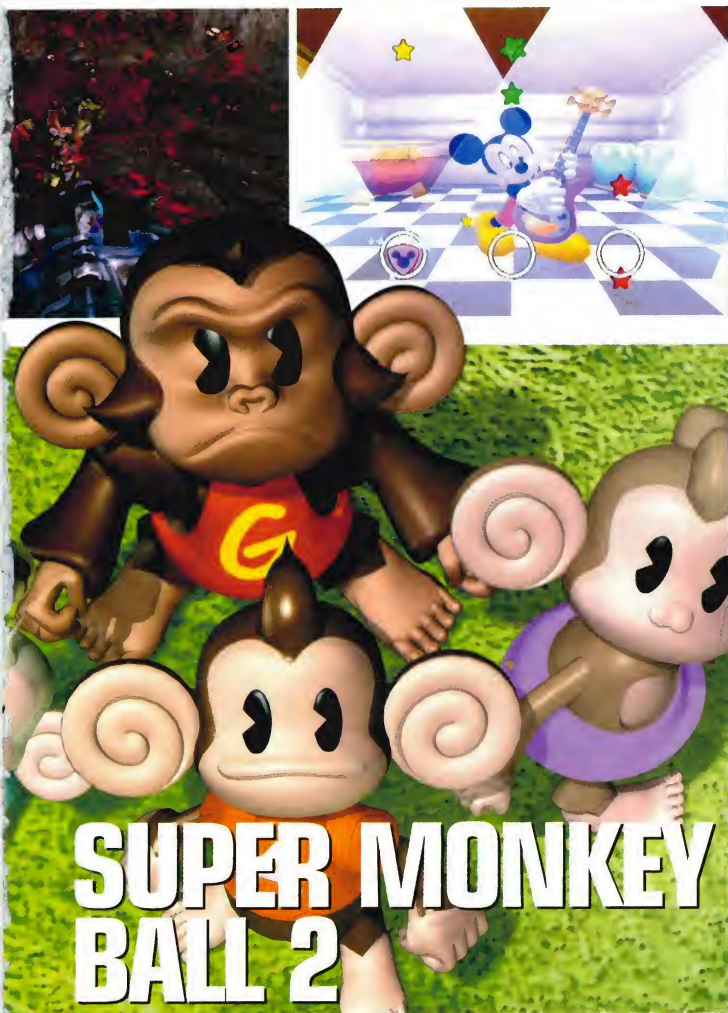
TUROK TRENT



ART EDITOR
CUBE

WANTS TO BE: Left alone
THIS MONTH: Lord Trenty (ruler of the design kingdom and master of all he surveys) hasn't been seen much, being content to sit on his throne and have grapes fed to him by dusky maidens. Hey, being Art Editor might be a tough job but someone's got to do it...

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SUPER MONKEY BALL 2

68

You know, you can never have enough monkeys – so it's probably a good job that SEGA's latest GameCube masterpiece features some of the greatest chimps of all. All together now... magic spell is Ei-Ei-Poo!

TUROK EVOLUTION

72 The game that's been hyped more than anything we've ever seen is finally here – but is it really worth £40 of your hard-earned cash? Er, well...

SEGA SOCCER SLAM

76 It's been a while coming over from the US, but the wait's been worth it; now it's got more teams, more mini-games and more action than ever before... yay!

DISNEY'S MAGICAL MIRROR

78 Forget what we told you about the GameCube being more than just a kids console... we were obviously wrong, if Disney's *Magical Mirror* is anything to go by.

MX SUPERFLY

80 Motocross games come and go, but they're never any good... until now, that is. You wanna feel pretty fly for a bike guy? Hey, you got it...

TETRIS WORLDS

82 Take one of the most bought games ever created, throw in a few extras and then put in on the GameCube... well, at least THQ tried its best, eh?

TAZ WANTED

83 He might be one of the most loved Looney Toons, but that doesn't mean his games are any good. Come to Tazmania? No thanks, mate.



NHL HITZ 20-03

84 Those of you who love hot action on the cold ice, take note – this one's bigger, better and badder than anything you've ever seen before (except for the original)...

UFC THROWDOWN

86 Want blokes in lycra, but can't stomach wrestling? Then the action of the Ultimate Fighting Championship is probably just what you need...

EGGO MANIA

88 Blimey – you wait ages for a *Tetris*-style game and then two show up at once. Of course, this one's got mutant eggs in it... so it must be good. Honest.

BARBARIAN

89 What do you get if you mix an aging license with a really good Dreamcast beat-'em-up? Not a hell of a lot, judging by *Barbarian*'s performance.

MAT HOFFMAN'S PRO BMX 2

90 Not wanting to be outdone by his mate Mr Hawk, Mat Hoffman's back to show us all why it only take two wheels to be an extreme sporting pro.

KELLY SLATER'S PRO SURFER

91 Surf's up, dude... at least, it is for Kelly and his friends. Of course, does that mean we need to put our skateboards away for this one? Onto the water we go...

WHAT DOES IT ALL MEAN?

If you're feeling a bit daunted by all the information we've got on offer, don't panic – it's pretty easy to find what you need once you know where it all is...

INFORMATION

This is the place to look for all the essential statistics on the game including release dates, players, publisher/developer and some vital bullet points summing it all up.

2ND OPINIONS

If you're still not 100% sure whether you're going to take one expert's opinion, you'll find not one but two more snippets of advice right here.

ALTERNATIVES

Obviously not every game will be to your taste so if there are titles that might be of interest instead, they'll be outlined here for you to think about.

BOX OUTS

If you want the finest information on what the game's all about or hot tips on some of the tougher bits, the wide selection of box outs are ideal for you.

COMMENT

The reviewer's frank and honest opinions on what he or she thinks of the game will be right here; you'll be needing this to make up your own mind...



THE BREAKDOWN

Sure, every game gets a rating but do they really mean anything? Of course they do – here's a detailed look at what we're saying in those all-important numbers...

RATING 9.0 ⬆

9.0 OR ABOVE

Naturally, games scoring a 9.0 or over are well worth your hard-earned cash... otherwise they wouldn't score so highly. Hey, we're professionals – give us a bit of credibility here, OK?

RATING 7.5 ⬆

7.5 > 8.9

Although they haven't quite made it to the dizzy heights of greatness, games with this kind of score are still worthy of your attention and will no doubt keep you happy for a fair old while.

RATING 5.0 ⬆

5.0 > 7.4

Yep, it's that tricky middle ground that a lot of games walk; with 5.0 branding a game decidedly average, scoring up to 7.4 means you might want to try it if you're into that sort of thing...

RATING 2.5 ⬆

2.5 > 4.9

If your granny gets you a game with a score like this, it's probably because she doesn't know any better... or you just didn't tell her what you actually wanted. It's all your own fault really.

RATING 0.0 ⬆

0.0 > 2.4

It's a sad fact that we have to review games this far down the scale but believe us – it's for your own good. Otherwise, you might actually go out and buy one of them... shame on you!

It's here... it's
finally here!

CLOSE UP!

ZOOM
ZOOM

Being able to pick people off
from a distance with great
accuracy with the Sniper Rifle
is totally satisfying... get 'em
in the head before they
know what's coming,
just for fun!

CUBE
STAR
GAME



CUBE

⊕ INFORMATION

TIMESPLITTERS 2

PUBLISHER: EIDOS

DEVELOPER: FREE RADICAL

PRICE: £39.99

ORIGIN: UK

PLAYERS: 1-4

MEMORY: 6+ BLOCKS

⊕ STATS

■ AMAZING FPS ACTION

■ MISSION-BASED STORY MODE

■ MAKE YOUR OWN LEVELS!

■ TONS OF HIDDEN SECRETS

RELEASE DATES



11 OCT '02



TBA



NOV '02



"OCCASIONALLY, A
GAME ARRIVES THAT
STOPS US LONG
ENOUGH TO WARRANT
THREATS OF THE SACK
FROM OUR BOSS..."

TIMESP

TRIGGER HAPPY: Although you'll often find yourself being overrun with enemies, there's occasionally a gun turret nearby for those tough moments...

Not surprisingly, zombies only die after losing their heads...



The best shoot-'em-up in the world...ever? It looks like Free Radical might have actually cracked it...

MENTION THE

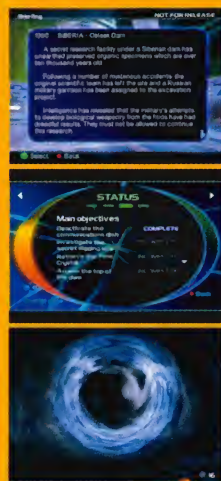
words 'first-person shoot-'em-up', 'Nintendo' and 'best game ever' in the same sentence and you'd be surprised how many people will immediately jump to the conclusion that you're talking about *GoldenEye*. It seems that Rare's N64 opus has had more of an impact on console gaming than some would give it credit – practically every FPS game that comes out these days is compared and contrasted against it, but not many manage to make the grade according to most people who'd be interested enough to give you an answer. So if we were to turn around and tell you that there's now a new game on a Nintendo console (made by most of the same team that worked on *GoldenEye*) that managed to not only best the Rare classic, but take it outside and give it ten of the best, trousers down... well, would you believe us or simply demand that we be burnt at the stake for such comments? Hmm, tough call.

In any case, even the most hardened *GoldenEye* fanatic will have to open their eyes and pay attention when *TimeSplitters 2* hits the shelves this October – it's not just a game, it's THE game for console-owning first-person shoot-'em-up fans the world over. Never mind the fact that it's also out on the PS2 and Xbox; you could be the most narrow-minded Nintendo fanboy ever and still find a soft spot in your heart for a game as good as this. Put your prejudices and preconceptions to one side, then grab some friends and extra pads – this is as good as it gets, folks...



I WANNA TELL YOU A STORY

FOUR CRYSTALS, 20 SECONDS OF TIME...



If you've had the chance to play the original *TimeSplitters* on the PS2, you'll know that the single-player mode slapped was really a rather bland affair with nothing much to do. Thankfully, Free Radical seems to have taken all the criticism to heart and made some major improvements for the single-player game in the sequel... mainly by actually putting some gameplay into it and calling it 'Story' mode. In the original game, the point of every mission was to head deep into each level and find a particular item, then turn around and leg it back to the time portal where you started – not exactly what we'd call inspired. Now though, you start each stage with a number of primary and secondary objectives that need to be completed (er, *GoldenEye* anyone?) before you can escape through the time portal; what's more, you'll also receive additional bonus objectives as you make progress through each stage. It certainly makes you feel that you've got more of a purpose when plugging through each of the levels – especially on the higher difficulties where there are more objectives – and adds the much-needed incentive to see what else the game can come up with that the first game so sorely lacked.

LITTERS 2

THE MORE, THE MERRIER

FRIENDS AT THE READY, PEOPLE

You want the best multiplayer action that money can buy on the GameCube? Then we've got just the thing for you – *TimeSplitters 2* is specifically engineered to tackle even the toughest first-person shoot-'em-ups and knock them all dead. Being a true multiplayer game at heart with some splendid extra modes added for longevity (hey, it's true), *TimeSplitters 2* manages to offer something for everyone by having more game modes than we've had hot dinners... well, in the last month anyway. Obviously, the list starts with all the match styles you'd expect such as Deathmatch (every man for himself!) and Team Deathmatch (er... every team for itself!), as well as Capture The Bag and Bag Tag (that's bag, NOT flag...). However, there are a whole ton of other modes which each have their own unique twists on the rules – for example, there's Regeneration (health slowly comes back), Virus (flaming death that passes from player to player), Shrink (the better you do, the bigger a target you become), and Gladiator (only the Gladiator can score points, while the person who kills him becomes 'it'). Of course, we haven't even talked about Monkey Assistant...

HANDHELD!

WHAT'S A GBA?

By using the miniature radar device you start every level with, you can out of sight with guards and security cameras. Plus it comes with it's own range of games...

THROUGH THE AGES

Being a game based on the idea of time travel, you'd be right to expect that *TimeSplitters 2* features more than its fair share of eras for you to experience. Each time period you visit places you in control of a different person, as well as offering a variety of unique weapons to use and enemies to blow to kingdom come... here's a look at the excitement you've got coming to you...



• SIBERIA, 1990

If you can't see the irony here (it's like bronzy or goldy, in case you don't know), then you're a lost cause. This time though, it looks like the Ruskies have dug up more than they can... er, shovel – not only have they uncovered the precious time crystal, but they're all turning into contaminated monsters. Time to head back into the dam once again, we think...



• CHICAGO, 1932

Mr Big's back in town and he's out to bring his own brand of entertainment with him – namely hot nightclubs, all the prohibition whiskey you can drink and a couple of time crystals for good measure. As a private dick of the highest order, it's up to you to stop him once and for all; of course, one false move and you'll soon be sleeping with the fishes...



• NOTRE DAME, 1867

It's not just the bells (the bells!) you've got to worry about here; there's a ton of flesh-munching zombies to deal with as well. Someone's out to raise the dead and they've grabbed a handful of dusky young maidens to offer up as sacrifices – you'll have to get in there and save them all, as well as grabbing the time crystal on the way and wiping out all those pesky demons too.



• RETURN TO PLANET X, 2280

Yes, it's B-Movie action a-hoy here as you zip off to Planet X – resting place of a crashed alien ship, hordes of fiendish nasties and all the time crystals you can eat. Thankfully, there are plenty of sci-fi weapons lying around that you can use to fend off the advancing invaders and more than a few UFOs... although sadly, there isn't anyone around who can 'beam you up'.



• NEO-TOKYO, 2019

A prime example of where stealth and sneakiness are better than brute force, this *Bladerunner*-esque level sees you tracking an underground hacker as she heads back to her secret hideout. What's inside? Well, a whole bunch of *TimeSplitters* research for starters – but try not to get caught out by the ever-vigilant security cameras, eh?



• WILD WEST, 1890

Yee, and indeed, haw. Taking control of the rooinest (and probably tootiest, but that hasn't been confirmed) gunslinger this side of the Pecos, you need to split your time in the Wild West evenly between saving your attractive (female) mate from jail, pulling busty cowgirls from burning barns and shooting unshaven Mexican-types. Smart.

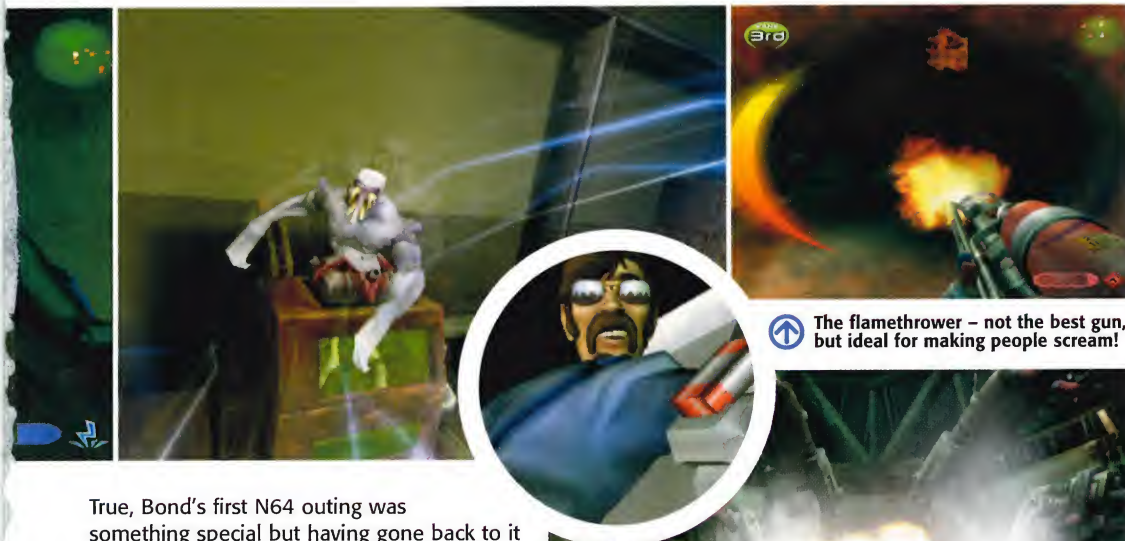
RIGHT GUN, WRONG TIME: Although powerful guns are great, they're not always the best – for example, the gatling gun is useless in confined spaces...



COMMENT

It's not surprising given the jobs we do, but a lot of games pass through the hands of the **CUBE** team in the space of a month. Much of the time they land on our desks, we play them for a while (or in the case of highly anticipated games like *Eternal Darkness* or *Super Mario Sunshine*, until we've finished them) and then into the cupboard they go, never to be played again. Every now and then though, a game comes along that not only stops us from working on the mag for a good couple of hours, but actually keeps us away from our desks enough to bring us threats of the sack from the Editorial Director. *Super Monkey Ball* (and specifically *Monkey Target*) did it way back in September 2001, *Bomberman Generation* did it when we got the US version in and now it looks like *TimeSplitters 2* is going to do it too. We'd ask the Editorial Director to get out P45s ready now... but he's too busy playing the game alongside us. Damn.

Much as we know how a lot of you will balk at the suggestion, we're firmly of the belief that *TimeSplitters 2* manages to out-GoldenEye *GoldenEye* at every turn... fact.



⬆ The flamethrower – not the best gun, but ideal for making people scream!

True, Bond's first N64 outing was something special but having gone back to it recently, we're pretty sure that everything that made Rare's classic so perfect (the enemy AI, the wide variety of weapons, the stealth factor and the whole 'feel' of the gameplay) is either just as good or even better in *TimeSplitters 2*. What's more, *TimeSplitters 2* offers more play modes than *GoldenEye* ever did, a more expansive multiplayer game with enough stages and characters to keep you going for ages and even a full-on level editor on top of everything else... is that enough to whet your appetite? Thought so.

Of course, it should be pointed out that while *TimeSplitters 2* manages to cross the divide between playing alone and playing with mates incredibly well, Free Radical have certainly put every effort into making this the very best multiplayer FPS game ever. Not just on the GameCube, you understand – we're talking any console here (simply because the PS2 and Xbox versions are also both amazing), which means we're comparing it to games such as *GoldenEye*, *Quake III Arena*, *Red Faction* and even –



I'VE GOT YOU COVERED

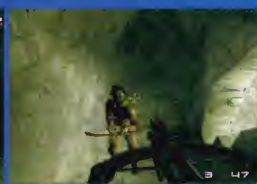
TWO HEADS AND ALL THAT...

If you find yourself struggling a little in the single-player Story mode, don't panic – help is at hand, thanks to the especially cool addition of a two-player Co-op mode. Ostensibly, it's exactly the same as the single-player experience (the plot and objectives for each stage, as well as the weapons and all of the enemies are all absolutely identical) but you now have a horizontally-split screen, allowing two people to play the same stage at once. How does this enhance the feel of the game? Well, as the name suggests it's all about co-operation; helping each other out when one of you is in need. Short on health? Let your friend go ahead and cause a distraction while you try to pick enemies off from afar. Need to do two things at once? Hey, you've got two pairs of hands now. To be honest though, our favourite moment so far has to be in the very first level when Chandra (being the lug that he is) accidentally set himself on fire, only to be saved from burning to a crisp by Mart and his faithful fire extinguisher... despite the fact that he himself then caught fire by standing too close when putting Chandra out. Priceless.



• ATOM SMASHER, 1969

Tipping its hat once more to a certain OO agent, this stage brings us the ultimate in spy action... if with a little tongue firmly in cheek. Taking control of a secret agent with the coolest shades around, you've got to defuse all the bombs in your nemesis' secret hideout and catch him before he gets away – all within a strict (and highly explosive) time limit. Dang.



• AZTEC RUINS, 1920

Who needs *Turok* when you've got this, eh? Although there are a few modern weapons lying around, you'll have to go back to your first-person shoot-'em-up roots here – strictly flaming crossbow bolts and pistols all round, we're afraid. Still, at least this stage is packed to the hilt with monkeys... after all, you can't go wrong with a pack of monkeys, eh?



• ROBOT FACTORY, 2315

Think *Terminator*, only from the future side of the fence and you've got the idea of what this stage offers – a mad robotic creature known only as the Dark Machinist Child has set about trying to destroy mankind and only you (yes, you!) can get in there and stop him. No doubt you'll see a fair amount of laser-flinging weapons and Schwarzenegger wannabes...



• SPACE STATION, 2401

If you think that the game has been hard up until now, think again – believe us, this is possibly the toughest stage EVER. *TimeSplitters* pop in and out of existence (well, they can split time you know), explosions go off everywhere and once you've set that self-destruct device... well, let's just say you'd better get that ass moving pronto buddy!



SPOILER ALERT! SPOILER ALERT!

DAM AND BLAST

Those of you who are well versed in the ways of *GoldenEye* might notice something rather familiar about the first stage of *TimeSplitters 2*... mainly because the whole thing is a complete parody of it. The music, the weapons, the actual setting – if that's not taking the mickey, we don't know what is. It's not all exactly as you'll remember it though...



- After you've grabbed the weapons that someone's so carelessly left lying around, it's time to get moving... but you'll probably want to take care of the guards and security cameras first.



- Grab the Timed Mines and head upstairs, then hit the button to open the security door – before you go down there though, look up at the roof and take out the communication dish with a mine or two...



- Inside the dam, follow the stairwell to the top and take out any guards you meet – fight your way into the steam passage and shut off the valves to clear the doorway leading into the barracks.



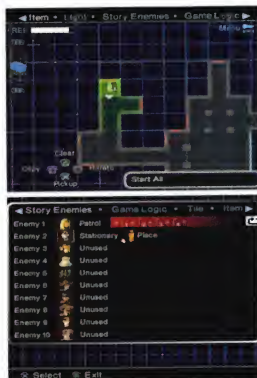
- Go down the stairs and run outside, taking care of the security cameras before going inside. Dispatch the guards, then run up onto the gangway and take out the two sentry guns on the ceiling.



- Enter the control room and open the security door below, then go back out and head through it – enter the second room along and use the security camera to blast the guard in the next room.



- After opening the doors, you can enter the containment room and grab the system disc which allows you to continue... once you've managed to kill all the zombies that attack you afterwards. Arggh!



BUILD A BETTER... ER, LEVEL

CHOOSE YOUR OWN ADVENTURE...

There are plenty of stages to play through in *TimeSplitters 2*, spread across all the different game modes... but even then, there's bound to be a time when you've played each one to death. Thankfully though, this doesn't leave you with nothing left to play anymore – instead, you can simply turn to the rather impressive Mapmaker mode for inspiration. Coming in two different varieties, this is your chance to come up with your very own level designs for all the modes of *TimeSplitters 2*; as well as being able to craft brand new Deathmatch arenas to play on against your mates, you can also come up with totally original Story mode stages as well. The Beginner mode allows you to fiddle with the layout of each level while giving you pointers on what to do and working out the more complex stuff for you – however, the more adventurous among you might fancy using the Advanced mode. With the ability to choose enemies, weapons, lighting, map layout, objectives, items and all tons of other options, this is the one that'll keep you glued to the game for ages... just think of all the possibilities!



CONTINUED

shock, horror! – *Halo*. Quite simply, *TimeSplitters 2* manages to take everything that's good about first-person shoot-'em-ups and bung it all together into a single game; it's not easy to pinpoint exactly what makes everything work so well together, but when you play the game it all seems to feel spot-on. Yes, we know that sounds crazy but anyone who feels strongly about *GoldenEye* being the best FPS game around will know exactly what we're on about...

Despite the fact that *TimeSplitters 2* is primarily a first-person shoot-'em-up, it's not all just charging in with guns blazing and blasting people in the

face... good lord, no. On top of all the shooting, shooting and... er, shooting you've got to do in the main Story mode, there's also a fair old bit of brainpower required thanks to numerous puzzle-esque elements – for example, trying to work out how to save your mate from the Wild West jail will have you scratching your head for a bit, due to the fact that going in the front door isn't the smartest move. There's also a whole stealth element going on at various points, meaning that you'll have to hold off on the firepower and instead whip out your Temporal Uplink instead, using it as a radar to see where all the enemies are. The Neo-Tokyo stage, for example, sees you tailing a member of a rogue hacker group through the streets and into their underground headquarters; not only have you



⬆ Don't kill these scientists... you need them to defuse the bombs!



⬆ Well, hello there - what's a busty young lady like you doing in a dingy cathedral like this, eh?

got to stay out of sight so she doesn't know you're there, you also need to worry about the security cameras and police vehicles that are constantly scouring the streets. Believe us, it's not easy... and that's only the first part of the level. Blimey.

If there was one thing about *TimeSplitters 2* that makes it stand out as a killer app for the GameCube though, it has to be the sheer sense of replay value that the whole thing offers; not even Nintendo's own titles have kept us coming back to them as much as we have (and no doubt will) with *TimeSplitters 2*. There's just so much to do in the game, we doubt anyone will finish everything any time soon - while the ten stages of Story mode are obviously beatable after several days play, all the different

leagues, challenges, secrets and other goodies will keep you playing for an absolute age. Combine this with the virtually infinite amount of enjoyment that you'll get out of the multiplayer mode (especially if you're keen on creating your own stages) and you've got a game that, as far as we can see, will never EVER get tired - which is pretty much the status that *GoldenEye* holds among many people now. Coincidence? Maybe... but then we suspect that's what Free Radical were aiming for all along. Don't worry, you'll still be able to have all those heart-felt debates about the best first-person shoot-'em-up in the coming weeks, months and years... you'll just be talking about a different game from now on, that's all.

MARTIN

TOP OF THE TABLE

BUT WAIT... THERE'S EVEN MORE TO DO!

Once you've managed to plough through most of the stages in Story mode (and that'll take you long enough), you might fancy trying something a little bit different - that's where the additional Arcade and Challenge modes come into play. Depending on your mood, you can try to work your way through each mode and unlock all the secrets that are hiding within by earning the elusive gold trophies... but trust us, it won't be as easy as you think!



• ARCADE LEAGUE

The flipside of the Arcade Custom (which is basically a fancy name for the multiplayer mode) is this unique set-up - there are three different leagues to have a go at, ranging from relatively easy to insanely tough. Inside each league, you've got five individual sets of tasks to compete in; ranging from basic one-on-one battles against computer-controlled opponents and point challenges to slightly more bizarre objectives, there's plenty of things to do and more than enough trophies for you to collect.

• CHALLENGE

Split into seven different categories, the Challenge mode of the game offers a bunch of stages that are a bit special against the rest of the game. The aim of each one is something totally unique - for example, you might be attempting to score as many points as possible by taking out cardboard targets, sneaking through levels without being seen and even smashing as many windows as you can with a limited supply of bricks. Not surprisingly though, our favourite is the clay monkey shooting...



"IT'S NOT EASY TO PINPOINT EXACTLY WHAT MAKES IT ALL WORK SO WELL TOGETHER..."

CUBE VERDICT

TIMESPLITTERS 2

THE BEST GAME OF ITS KIND ON A CONSOLE, BAR NONE



VISUALS

As lovely as you're going to get from a FPS. Well animated, with tasty textures on top.



AUDIO

Music that fits every situation and level, top speech and spot-on weapon and extra effects...



GAMEPLAY

Take everything perfect about *GoldenEye* and multiply it by ten - that's how great this is.



LIFESPAN

The huge amount of Leagues, Challenges and multiplayer modes will keep you going forever.



ORIGINALITY

While it cribs from the best of them, *TS2* also has a ton of nice touches and new ideas.

ALTERNATIVE

The next best first-person shoot-'em-up on the GameCube so far... but even then, it can't hold a torch to *TimeSplitters 2*.

AGENT UNDER FIRE

Format: GameCube Reviewed: Issue 7 CUBE Rating: 6.4

2ND OPINION

SPLIT ME SIDEWAYS!

"So... *GoldenEye 2* anyone? Come on, you're not going to say no, are you? I really can't find any faults with this. Can I get back to playing it now?"

CHANDRA

FINAL SCORE

9.5

NO ARGUMENTS, NO EXCEPTIONS... IT REALLY IS THAT DAMN GOOD. DO WE HAVE TO SPELL IT OUT?

CUBE

➔ INFORMATION

SUPER MONKEY BALL 2

PUBLISHER: SEGA

DEVELOPER: AMUSEMENT VISION

PRICE: £59.99

ORIGIN: JAPAN

PLAYERS: 1-4

MEMORY: 2 BLOCKS

➔ STATS

■ 150 NEW LEVELS

■ 6 NEW MINI-GAMES

■ BRAND-NEW STORY MODE

■ SUPPORTS UP TO 4 PLAYERS

RELEASE DATES



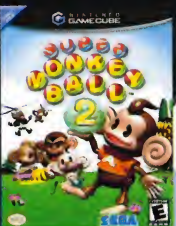
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OUT NOW



Magical spell is Ei-Ei-Poo. Really.



BANANA!

**DOLE
CONTROL**

Super Monkey Ball appeared in the arcades, complete with a jungle-themed cabinet. You even used a banana-shaped stick to control the on-screen action. We want one now!

**CUBE
STAR
GAME**

SUPER M

Monkeys! Again! What else could you possibly want to know?

THE FIRST

Super Monkey Ball title on the GameCube was available at launch and although it had basic graphics and sound, it's compulsive simplicity and irresistible charm made certain that it was the title of choice for adults and children alike. As SEGA's first game on Nintendo hardware, it was arguably better than any launch title from Nintendo. Who could have predicted that one? Fast-forward ten months though and the prayers of many have been answered (although it wouldn't be a bad idea to bet that most have not yet fully mastered the original title) because a sequel has appeared. With a game as simple as the original title, you'd be forgiven for thinking that it would be just more of the same.

However, SEGA has gone the whole way with this one. As well as the normal Challenge mode that was the centre of the last game, we've now got a Story mode (complete with cut-scenes and voice acting!), six more mini-games and a massive 150 levels to roll through! This is NOT a simple sequel. Be prepared though, as those who have honed their skills on the sharp edge of the original title are in for a slight shock. Curious? Take a flying leap over this slightly curved platform with us, unfold your spherical wings and swoop smoothly into the **CUBE** review of *Super Monkey Ball 2*. You might want to collect some of those bananas on the way down while you're at it though...



MULTIPLE CAMERA ANGLE OPTIONS FOR GAMES!

YOU'VE DONE IT! Once again there's a mini-game after finishing the game. Collect all the bananas, and make sure that you avoid the letters that scroll down.

PARTY GAME PROGRAMMERS



WONDERING MONKEYS

WISH YOU WERE HERE...

In your travels over the world the monkeys inhabit you'll go through steaming jungles, through a fairground, around a giant bubbling cooking pot, a bizarre clock tower and even inside a whale's belly! Although the backgrounds don't add anything to the actual gameplay, the scenes themselves can sometimes be extraordinarily good-looking, with some fantastic imagery present. Sometimes though, there will be some things to watch out for. The bubbling pot level, for example has a constant flurry of steam billowing out from underneath, making visibility troublesome. Mostly it's aesthetic though, as the wind of molten sparks that violently sweeps around you in the volcano level shows. What a difference from the original though, eh?



MONKEY BALL 2

TREASURES AND TRAPDOORS

HIT THE BUTTONS... IF YOU DARE!

From very early on in the game, you will come across buttons on the floor that look very similar to those you might find on the front of a VCR or DVD player. Play, Pause, Stop, Rewind and Fast-Forwards are all there and rolling over one will give the desired effect over certain obstacles in the level. You may have a line of nasty-looking blobs that snap down and squash you, set to Fast-Forward – rolling over Play will slow their progress down somewhat, making your path a lot easier to follow. Later on you will have to hunt high and low for these switches and all under a strict time limit too!



Without the Play button, crossing the Inchworms becomes twice as tough.



Every song ends in Ei-Ei-Poo... bizarre? Oh yeah.



"THOSE WHO HAVE HONED THEIR SKILLS ON THE ORIGINAL TITLE ARE IN FOR A SLIGHT SHOCK..."



12 TESTS OF SKILL

IN TOTAL THERE ARE 10 MINI-GAMES TO PLAY THROUGH. HERE'S A VERY BRIEF SCAN THROUGH THEM, BUT WE'LL LEAVE THE DISCOVERY OF THE DEEPER INTRICACIES OF THESE GAMES TO YOURSELVES.



MONKEY RACE

Much the same as before, but with different tracks and power-ups – this time though, you'll be up against even more opponents. Fast-paced stuff.



MONKEY FIGHT

Again, it's the same as before – use the massive boxing glove to knock your opponents off the platform. Now though, you can charge up attacks too...



MONKEY TARGET

The best just got better! Four people can now fly at once and the various tweaks that have been made make this even more enjoyable than before.



MONKEY BILLIARDS

For the thinking Monkeys out there. A quiet game of Billiards, perhaps? Which rules, sir? US 8 ball, Japanese 8 ball, or perhaps the usual?



MONKEY BOWLING

Once again, you use your favourite monkey to knock down as many pins as you can – but now there are 'crazy' lanes to try as well. Yes, crazy!



MONKEY GOLF

Boo! Instead of crazy golf, we get your normal ruined pleasant walk. Still, it's very good and any monkey golf-lover will lap this up in a big way.



MONKEY BOAT RACE

Tough to master but once done, the most skilful mini-game on offer. Intense races through valleys and canyons is the order of the day here...



MONKEY SHOT

Much like *Virtua Cop*, the aim here (no pun intended) is to blast away irksome insects for points before taking on a big bad boss at the end.



MONKEY DOGFIGHT

Think *Starfox 64* and you're halfway there... well, nearly. Now add some monkeys and you get some brilliant fun (and it's very nice-looking too).



MONKEY SOCCER

A simple game that plays more like a high-speed version of marbles than football. Plus it's got the *Virtua Striker* music in it... yay SEGA!



MONKEY BASEBALL

This is pretty much roulette with a random event changer at the start. Furiously addictive once it gets going, but can be a bit slow for some.



MONKEY TENNIS

No, it's not as good as *Virtua Tennis* (as some have suggested) but all the same it's enormous fun. Can seem a little slow paced at times though.



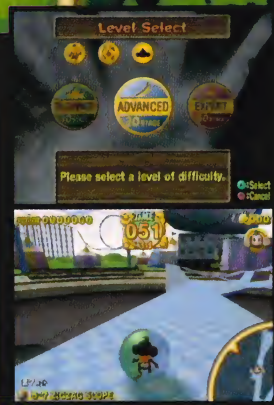
⬇ Eaten Floor isn't tough, so it's in the Beginner category...

I CHALLENGE THEE

BACK TO THE OLD ROUTINE

You're not only limited to a one-player Story mode and the mini-games – you can also have a go at the challenge mode, which sees you selecting Beginner, Advanced or Expert, much like the original *Monkey Ball*. In this mode you only have a certain amount of lives and continues to play with, but skilful play rewards you with a place on the scoreboard.

There are certain changes to these levels, too. For example, every five levels you get a chance to compete in a bonus level, collecting bananas for extra lives and points. The backgrounds of the various levels take on a slight change, with lots more action going on, while the order of the levels also takes on a different structure to those in Story mode.



COMMENT

Essentially, this is *Super Monkey Ball* on steroids. As well as the vastly improved aesthetic changes (mainly the backgrounds, which are absolutely stunning at times) various other gameplay elements have been introduced into the mix. Course obstacles are no longer limited to the occasional barrier or ramp; you now have switches that slow and speed up elements such as chopping blades and gigantic revolving cogs, bounce pads that send you soaring into the air, huge combs that spin around, and all manner of bizarre hindrances that will make your head hurt. 150 levels of this madness in the story mode, plus the special challenge mode from the first *Super Monkey Ball* means that the solo player is well catered for. However, the main attraction for most players will be, once again, the multiplayer aspect. There are twelve mini-games in total – half are open at the start, and the last six have to be bought by accumulating points in the main game. Each of these mini-games is surprisingly deep and involving and the latest additions – Monkey Shot, Baseball, Soccer, Tennis, Dogfight and Boat Race – all live up to the original six in terms of fun and depth.

With all of these additions and tweaks you'd think that lovers of the original wouldn't be able to go wrong with a purchase of the sequel, but you'd be wrong. You see this and the original are two VERY different games. Not just aesthetically, but in terms of the whole play mechanic. Yes, you still have to roll a monkey in a ball around gradually narrower and twistier levels, but there is a lot more to it than that. While the first games' roots can be easily traced back

HAIRY PALMS: Leave the controller alone for a few seconds and the cheeky monkeys will turn around and give you a wave and a smile! Say cheese!



APE FORCE 1

Just look at them flying around all over the place! Why not do that through all the levels? On second thought, maybe not... that would probably make for a very boring game!

to the arcade, with it concentrating totally on the skill of the player and clever level design, the second game is more of a puzzle game, with the player having to work out the 'gimmick' of each level, so to speak. A clearer explanation; on one early course you have a large rounded area with a huge tower in the middle. The aim of this particular level is to use specific launchers to propel yourself into the air at just the right angle in order to get to the goal. While it is possible to master this technique, you will have completed the level through sheer luck long before you do. Later courses are focused more on hitting switches in order to make progress possible. Certain set pieces are jaw dropping though and having to navigate your way through marching spiders' legs will have even the most nonchalant catching their breath.

Despite these changes, there are still plenty of levels that equate to the style of the first game, but certain fans of the original game are going to be disappointed at the changes here. The opinion of **CUBE** though is that they add some much-needed variety to what could have simply been an over-priced add-on disc, and sold just as such. Even the inevitable haters will have to applaud SEGA for taking the series somewhere new.

Simply put, this is bigger, brighter and even more chaotic. The added Story mode which goes a long way to explaining a great deal of the monkey's history and the sheer variety of options will have fans of the hairy ones in simianth heaven. The purists are going to complain though... you can bet your last banana on that.

GARY

A TAIL OF TWO MONKEYS

LOVELY MEEMEE!

The all-new, all-singing and all-dancing Story mode is an absolute delight. As the story progresses, you get to experience the exploits of the four monkey heroes (Ai-Ai, Mee-Mee, Baby and Gongon) and their nemesis Dr. BAD-BOON. He has stolen all of the bananas that belong to the monkeys' village, and they are out to get them back. Seems that SEGA has been taking lessons from Squaresoft, as before long a bizarre love story is in place...

The actual structure of this mode is wildly different to the challenge mode. For starters, each world has ten levels to roll through, with the opportunity to save your game between each one. You also have an unlimited amount of lives, which takes some of the pressure off of you. It also means that you will spend a lot longer at your TV, cursing the day that Nagoshi-san (the series creator) was born!

Needless to say though, the highlight of the Story mode is the rather unique cutscenes that appear after each stage - check some of these pics out to see just how weird it gets...



"THE PURISTS WILL MOAN - YOU CAN BET YOUR LAST BANANA ON THAT"

CUBE VERDICT

SUPER MONKEY BALL 2

THINK MONKEY BALL, BUT WITH MORE NOVEL TWISTS.



VISUALS

A huge improvement; colourful and fun, but only let down by the occasional hint of slowdown.



AUDIO

Once again, much better. The music can get repetitive, but the voice acting is marvellous.



GAMEPLAY

Ohhh, controversial. As finally tuned as ever, but the gimmick-based play will annoy purists.



LIFESPAN

150 one-player levels, challenge mode, 12 mini-games, multiplayer options for your friends...



ORIGINALITY

The GC houses some truly original games, but Monkey Ball shines brighter than most...

ALTERNATIVE

It's got fewer levels, but the continue structure and pure skill-based levels means that this is the more intense game.

SUPER MONKEY BALL

Format: GameCube Reviewed: Issue 6 CUBE Rating: 9.2



2ND OPINION

BAD-BOON! "By far and away an improvement over the original... however, I'm not sure that I like the switch to levels that are more luck than judgement. Well worth getting though."

MARTIN

FINAL SCORE

9.3

IT'S A LOT TOUGHER AND EVEN MORE FRUSTRATING, BELIEVE IT OR NOT. BUT HEY... MONKEYS!



SNEAKY!

I SEE YOU!

During the more stealthy sections of the game, you'll have to keep out of sight – if you get spotted, you're likely to run into some of the nastier monsters around...



CUBE

INFORMATION

TUROK EVOLUTION

PUBLISHER: ACCLAIM

DEVELOPER: IN-HOUSE

PRICE: £39.99

ORIGIN: US

PLAYERS: 1

MEMORY: 1 BLOCK

STATS

- RETURN OF THE FRANCHISE
- TONS OF HEAVY DUTY WEAPONS
- NEW FLYING SECTIONS
- DOESN'T LIVE UP TO THE HYPE

RELEASE DATES



OUT NOW



TBA



OUT NOW



Turok... or not Turok?

TUROK EV

It's dinosaur hunting season again! But is *Turok Evolution* the hunter or the hunted?

WE KNOW

that you've been looking forward to this one. After all, the N64 versions of *Turok* were among some of the most popular first-person shooters on the system – even though many criticisms were levelled at the games: the first had too much platform-style action and not enough jungle, the second was too sprawling and was easy to lose your way, the third lost the series' roots by being too urban. *Turok Evolution* attempts to address all of these issues and more.

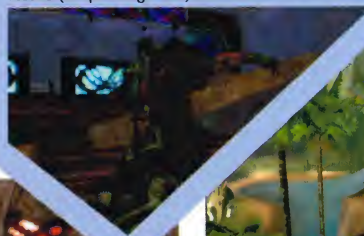
Evolution sees you take the role of Tal'Set. While fighting his nemesis Captain Tobias Bruckner in 1886 Texas, a rift is opened up between their world (ours as well!) and the Lost Land. You know, that place where evolution has taken a side step and dinosaurs are intelligent beasts. Anyway after being nursed back to life by friendly natives, Tal'Set learns that the evil Lord Tyrannus threatens human life in the Lost Land – he intends to wipe out all of humanity with the aid of his new general, Tobias Bruckner. We're sure that we don't need to explain the rest. Go on then, you have to defeat Tyrannus and Bruckner.

If Acclaim had released this game on time it would have been an opportunity to set the standard of GameCube first-person shooters. There were no other competitors of note (it would have been before *TimeSplitters 2* and we're going to ignore *Agent Under Fire*, thank you). And with *Die Hard* and *Metroid* some way off, hopes were high that it could fill that void. The question now is: can *Turok Evolution* revitalise the series, especially now that the dinosaur hunter has gone multi-format? Well, don't hold your breath...



TEMA, WAS IN FACT A LOAD OF OLD COBBLESTONES.

Smooth, Yet Satisfying: The best weapon around is the Cerebral Bore – it's not great to look at, but the results (a squirming mess) are worth the effort...



**"THE EARLY SIGNS
AREN'T GOOD... IT'S
LIKE IT ISN'T FINISHED"**



ⓘ Not surprisingly, the best bit of Turok is the blood-letting... but is it worth £40? Er... no.



LIFE ON EARTH

COME BACK, DAVID BELLAMY!

We were promised 'lush environments, teaming with life and greenery'. We got... this. There are plenty of different life forms in *Evolution*: lemurs, baboons, crocodiles and of course, dinosaurs. Sometimes they'll be eating, sometimes they'll be sleeping... sometimes they'll be spinning around on the spot. And that lush greenery looks like it was drawn for the PS2. Oh, it was? Well, there you go.

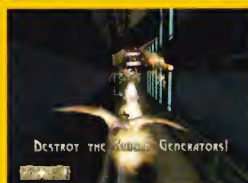


OLUTION

SCALE THE HEIGHTS

I WISH I COULD FLY, RIGHT UP TO THE SKY BUT I CAN'T... OR AT LEAST, I SHOULDN'T

Turok Evolution is not just a first-person shooter. We wish it was but it isn't. Acclaim has seen fit to include these flying levels where you sit atop a Pterodactyl, which has been kitted out with machine guns and rocket launchers. We kid you not. These parts of the game are awful. Not only do they get in the way of what you want to do – i.e. shoot evil lizard men, but they are so badly done they ruin the whole experience. Your 'bird' is hard to control, the sections are completely linear and it uses a different engine from the FPS part of the game. Honestly, if you're going to do something like this then take a leaf out *Halo's* book, okay?





BLIGHTER!

PEST CONTROL

Early on in the jungle, it's not just the Slegs that you've got to look out for... it's also the local wildlife. These Compys, for example, like nothing better than a quick nibble on you!



COMMENT

The early signs aren't good at all. It all begins rather badly, like the game hasn't quite been finished. The first few levels introduce you to the controls (twitchy), the bad, nay awful, artificial intelligence and the large, but poorly realised, graphically bland environments. At this point we're thinking, 'What have they done to *Turok*? How can it be worse than the first N64 game?' And then something unexpected happens – *Turok Evolution* becomes a good game. Not a great one, but a passable first-person shooter that's flawed – that's also old-fashioned but is nonetheless curiously fun to play... It all happens about the time that you start sneaking around enemy camps, evading detection and stealthily shooting out the spotlights that might raise the alarm. This is good stuff – it's also at this point that you get some of the better weapons to play with and yes, it's still fun to watch the over-the-top death animations of



your scaly foes. From here on in you're treated to some lush visuals, epic settings and grand battles. The trouble is that this happens about a quarter of the way through the game and to be honest it would take a very patient man to get that far...

You see, the first-person parts are interspersed with flying levels. Here, riding on the back of an armed Pterodactyl, Tal'Set gets to engage in air-to-air combat, air-to-ground combat and combat against the laws of physics. Your steed is not easy to control – the turning circle is far too wide and the 'bird' has a nasty habit of going into an inexplicable dive at the most inopportune moments. And then it explodes. Even on water. Not only that, but these levels are completely linear – you have no chance to explore, to get off and fight on the ground – only participate in a third-rate shooting game.

On top of this, there are some major flaws with *Turok Evolution*. The AI (as you'll see elsewhere in this review)

THRILL KILL

TUROK HAS A REPUTATION FOR HAVING SOME OF THE MOST IMAGINATIVE AND GRUESOMELY INVENTIVE WEAPONRY IN FIRST PERSON SHOOTERS. EVOLUTION IS NO DIFFERENT...

TEK BOW

A welcome return for one of Tal'Set modernised primitive weapons. It's also one of the most effective long-range weapons in the game with two levels of zoom and three flavours of arrowhead. But not mint.



ROCKET LAUNCHER

A pretty standard weapon in the arsenal of most first-person shooters but in *Turok* this thing has the power of say, a small nuclear device. Just don't use it against anyone in close combat...



SPIDER DROID

Not only do you control this thing remotely and get a spider's eye view but you can also get it to do one of three things. It will speak phrases to lure enemies, squirt toxic gas or turn itself into a bomb.



DARK MATTER CUBE

You know how a grenade gives you a small, localised explosion? Well, this is an explosion on a grander scale. The first wave takes out anything within a few meters – the second sucks in anything else nearby.



FLAME THROWER

Two modes of fire here – straightforward fire spurting action and a one that fires three mini fire bombs. Guaranteed to turn the cold-blooded into the warm, although we like our meat medium-rare.



CEREBRAL BORE

You just knew that this one was going to be in there somewhere. Works pretty much the same as the weapon first seen in *Turok 2* – fires a device, which then proceeds to bore into the brain and explode.

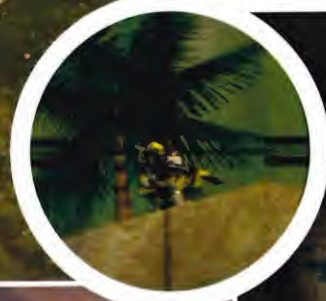


⬇ The flying stages really are rather terrible to play...

DUMB ANIMALS

AND DAMN UGLY TOO...

In spite of Acclaim's claim that *Turok* 'features the most advanced AI of any FPS ever', it's actually one of the worst... or at the very least one of the most inconsistent. The moment that clinched it for us involved two enemies manning gun turrets spewing a hail of fire. To counter this, we strafed all the way around them hoping to get a better position from which to fire. Imagine our surprise when the two lizards remained looking the direction from which we had come and stopped firing, and were apparently waiting for us to reappear into their line of sight. With this we were able to walk right up behind them and 'blat them' in the head, Brooklyn style. Pants.



is basic to say the least. Enemies seem telepathic as to your whereabouts, making any kind of stealthy play (aside from the aforementioned specifically-designed stealth levels) almost impossible. They also seem oblivious to pot-shots you might take at them from distance (if you do manage to take one unawares). Hit one in the head with an arrow and he'll stumble and then continue with what he was doing before. There are times when this isn't the case, but inconsistency is a bit of theme with *Evolution*. Another gripe is the system of saving your progress – you can only do this at the end of a level, so if you die after a good fifteen minutes in you'll have to begin the whole thing again. There's really no need for this lazy game design any more, so why it's here is anyone's guess.

But if you can put these problems to one side and can persevere through the rough and the dreadfully realised flying sections (a tough job, given most people's attention spans), you'll find *Turok Evolution* a decent enough addition to the series. It's old-fashioned, but *Turok* is not yet extinct. We only hope that next time we get a revolution...

GRAEME

"IF YOU CAN PUT ALL OF TUROK'S PROBLEMS ASIDE, IT'S NOT ALL THAT BAD..."

CUBE VERDICT

TUROK EVOLUTION

⚡ WANT AN UP-TO-DATE FPS? YOU WON'T FIND ONE HERE...



VISUALS

Some parts look like an N64 game, others look like a PS2 game. Not one to show off the GC.



AUDIO

Suitably epic soundtrack, complemented by some gruesome sound effects.



GAMEPLAY

Shoot things, fly things, open doors. Really, this is first-person shooting by numbers.



LIFESPAN

To be fair, it's pretty massive so it should take a good while to complete.



ORIGINALITY

No. The only inventive bits come from the weapons. But they are good...

ALTERNATIVE

Without a doubt, THE best FPS game on the GameCube so far... and we reckon it will be for a long time to come.



TIMESPLITTERS 2

Format: GameCube Reviewed: Issue 11 CUBE Rating: 9.4

2ND OPINION

PLEASE, NO! "It looks like a PS2 game, it's got poor level design and some god-awful framerate issues – what happened to it? We thought it was supposed to be worth waiting for..."

TOM

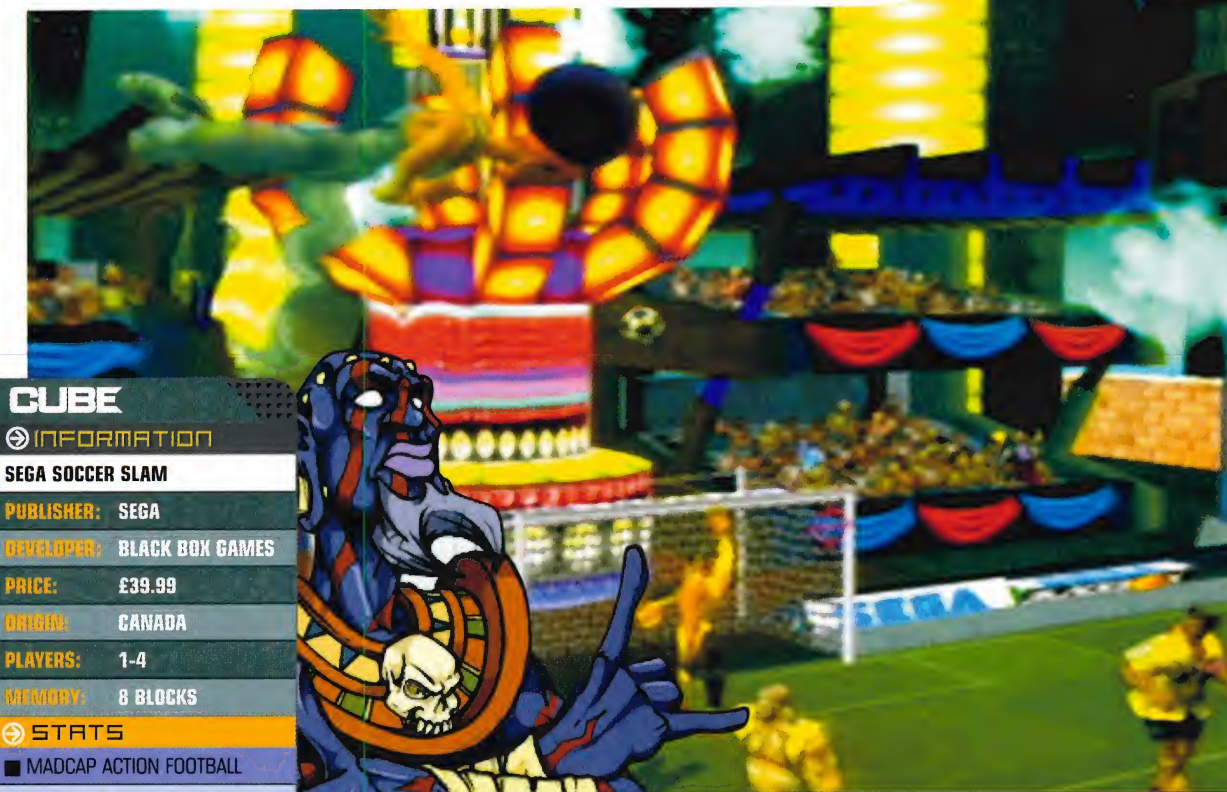
FINAL SCORE

6.1

PERSEVERE AND YOU'LL FIND A FAIR GAME HERE... IF YOUR STANDARDS AREN'T TOO HIGH.



And it's in the back of the net!



CUBE

INFORMATION

SEGA SOCCER SLAM

PUBLISHER: SEGA

DEVELOPER: BLACK BOX GAMES

PRICE: £39.99

ORIGIN: CANADA

PLAYERS: 1-4

MEMORY: 8 BLOCKS

STATS

■ MADCAP ACTION FOOTBALL

■ THREE NEW TEAMS

■ ADDITIONAL PLAY MODES

■ IT'S EVEN BETTER THAN EVER!

RELEASE DATES



11 OCT



TBA



OUT NOW

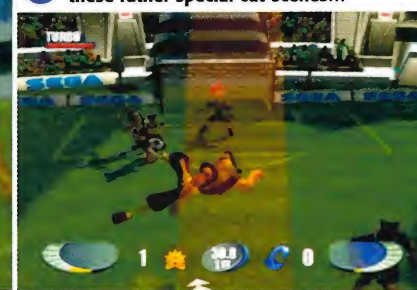


**CUBE
STAR
GAME**

SEGA S



After every goal, you'll get one of these rather special cut-scenes...



The PAL version... better than the NTSC one? Get outta here!

AAH, DEADLINES

– the bane of not only the lives of those working on **CUBE**, but that of the humble games developer who makes the game you (yes, YOU) like to play. Games have to come out when publishers want them, so developers only have so long to make it... pretty obvious, really. But what if the developer didn't need to worry about deadlines and had had a bit more time to spend working on the game; would there be any noticeable improvements or additions when it finally came out? It's a common question that we ask a lot of developers, but the answer is always the same – with more time, they'd do a bit more polishing and throw in some

extras that didn't make it due to 'time constraints'. As a rule though, this never happens... at least, it never used to. But with *SEGA Soccer Slam* coming out in the US a full six months ago, it's been a fair wait for what would appear to be a simple port... what on earth has Black Box been up to in all that time?

Well, quite a lot as it happens. What with the enhanced Xbox and PS2 ports of *Soccer Slam* due out just a week after the PAL GameCube game, Black Box and SEGA knew that they couldn't just release the original version and get away with it. That's why the past six months have been spent overhauling the whole game and putting in a ton of stuff that was missing from the

KA-BOOM!

**KILLER
QUEEN**

Hitting Turbo and the Pass Button together when the meter is full performs a Killer Kick – an ultra-powerful smash that'll blast the ball straight into the goal... maybe!

Shooting at the goalie will knock their pads off...

BOUGHT BY ELECTRONIC ARTS... 0000000!

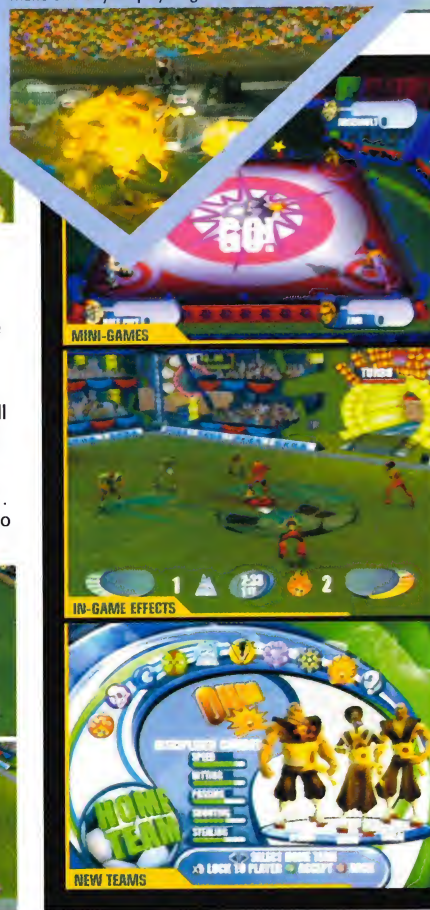
GOING TURBO: Even when the Turbo meter only has a single portion filled, you can hit the L Button to make one of your players go into overdrive...



OUT WITH THE OLD

THE ORIGINALS ARE ALWAYS THE BEST...

While the game might have seen some improvements over the last six months, the action-packed gameplay that was present before still remains for you to sink your teeth into. Once you've picked out which team you want to take control of (each consisting of three unique players and a generic goalie), the action begins and believe us, it comes thick and fast. Forget any of the conventional rules that football usually has; this is any man for himself... or herself, if you've got girls on the team. For instance, if you're on the defense then the best way to get hold of the ball is a swift punch to the opponent's face. Once you've got the ball, you can use regular shots or special 'one-timer' pass/shoot combos to boot it into the back of the net... but if you're really fancy, you'll try out either a Killer Kick, a Spotlight Shot or a Turbo Blast. Don't worry – it's not as complicated as it sounds...



IN WITH THE NEW

ALL THE EXTRAS YOU COULD EVER WANT!
If you want to see the enhancements for *SEGA Soccer Slam*, you're in the right place...

• BRAND NEW MINI-GAMES

Head into Arcade mode and you'll find two new mini-games to play. Hot Potato sees players fighting over an explosive ball; the longer you hold it, the more points you get but you have to get rid of it before it blows. Brawl, however, is exactly what you'd expect – four players beating each other to a pulp until only one is left standing.

• IN-GAME EFFECTS

Some minor elements have also been added to the matches themselves. For starters, extra music has been added for when players go into overdrive, as well as numerous crowd chants that come up depending on which team is currently winning. On top of that, there's masses of new speech that has been added to the bits already there; now the commentary never lets up (and doesn't repeat itself for ages), while the players now have mid-match comments after heavy tackles or close shots. Impressive.

• NEW TEAMS

In addition to the six original teams already on offer, there are now three totally new teams to play with – Love, Robo and Ohm. Rather than being available to use straight off though, you actually need to play through the new Challenge mode to unlock each new team member individually... thus adding more life to the game. Yay!

SOCCER SLAM

first one... even though we wouldn't have known if Black Box hadn't had put it in for the PAL version. Now that they're here though, we couldn't imagine the game without them – for once, you can count yourself lucky for owning a PAL machine (see the boxout for more details).

Gameplay wise, everything's pretty much the same as before – you've got a bunch of teams to choose from (each with three unique players) and a number of different play modes to choose from. Obviously, you can hone your skills in Training and take on either the computer or your mates in Arcade, but the real

meat of the game lies in Quest mode; much like *Beach Spikers'* World Circuit mode, you have to play matches against teams around the world while enhancing your players by buying power-up items with the cash you win. Amazingly playable? Oh, you betcha.

To be honest, *Soccer Slam* is still easily the most impressive game of its kind at the moment – only the most hardened anti-sports game nut wouldn't be able to find anything to like about it. It's fast, furious and above all, a whole lot of fun... Which surely is what games are all about, eh?

MARTIN

"THE PAST SIX MONTHS HAVE BEEN SPENT PUTTING IN A TON OF EXTRA STUFF..."

CUBE VERDICT

SEGA SOCCER SLAM

• EVEN BETTER THAN IT WAS BEFORE? NO WAY!



VISUALS

There's realistic but cartoon-style animation for all the characters, plus loads of lighting effects.



AUDIO

High quality and genuinely amusing speech runs throughout, which is always a plus.



GAMEPLAY

Fast, violent and fun... exactly what we want from a game like this. Arcade soccer at its best!



LIFESPAN

With the additional teams to unlock, this'll keep you going even longer than before.



ORIGINALITY

RedCard obviously beat it to the punch in the UK, but *Soccer Slam* is still the best around.

ALTERNATIVE

Midway's attempt is a fair one, but it's not enough to beat Black Box (who made *NHL Hitz* for them... coincidence? Hmm...)



REDCARD

Format: GameCube Reviewed: Issue 9

CUBE Rating: 7.2

2ND OPINION

SLAMMIN'! "The original was played to death when we got it in six months ago, but it looks like we'll be going back to it once more now that it's been made even better than ever..."

SIMON

FINAL SCORE

9.1

IT'S GONE FROM BEING GREAT TO TREMENDOUS... GET IT UNLESS YOU REALLY, REALLY HATE SPORTS GAMES

CUBE

INFORMATION

DISNEY'S MAGICAL MIRROR

PUBLISHER: NINTENDO

DEVELOPER: CAPCOM

PRICE: £39.99

ORIGIN: US

PLAYERS: 1

MEMORY: 3 BLOCKS

STATS

■ MICKEY'S FIRST GC GAME

■ POINT AND CLICK ADVENTURE

■ GORGEOUS GRAPHICS

■ DEFINITELY ONE FOR THE KIDS

RELEASE DATES



OUT NOW



TBA



OUT NOW



A GameCube game for kids? Noooooo!



DISNEY'S

MAGICAL M

Gorgeous graphics? Check? Popular license? Check. Long-lasting gameplay... er, hello? Gameplay? Oh, for heaven's sake...

A COUPLE OF

issues ago, we ran a feature highlighting the reasons why the GameCube isn't just for kids – basically, we set out our reasons and listed all the mature games that we could think of off the tops of our heads (over 50 of them). To be honest, it was a pretty comprehensive argument but it seems as though there's at least one group of people that don't agree with us – namely, the folks at Nintendo who decide which games make it to the GameCube. How do we know that? Well, probably because by the time you read this, *Disney's Magical Mirror* will be sitting on shelves in shops across the country...

To be fair, the premise of the actual game isn't all that bad. According to the plot, Mickey has been trapped in a dream world inside his bedroom mirror by a rather naughty ghost – you've got to help him escape by collecting various pieces of the broken mirror and putting it back together. Strangely though, you don't actually control Mickey himself; instead, you use a magical floating glove to point Mickey in the right direction and show him what you want him to do. There's an entire world to explore with your pointy finger, all of it crafted in absolutely wonderful clarity... it's certainly one of the most beautiful games to have appeared on the GameCube yet.

However, we all know that amazing

graphics aren't everything and unfortunately, the game pretty much plummets downhill from here for reasons we hoped we'd laid to rest in the Mature Games feature...

You see, this is quite clearly a game made solely for children – we worked this out not just because it features a cartoon character, offers no challenge whatsoever and has puzzles that even a stuffed badger could solve, but also because it has its very own Kids mode where the game practically plays itself. Noooo! To make matters worse, it's not even a very tough kids game; the point 'n' click aspect means that all you have to do is wave the glove around until something reacts to it, then activate whatever's there to move on. You don't even have to finish the game properly to reach the end, as you can escape the mirror without collecting all the pieces. What's the point of that?

Don't get us wrong though – we're not knocking *Magical Mirror* for the fact that it's crap because in truth, it does exactly what it sets out to do rather well. However, from a 'Joe Public paying £39.99 for the privilege' perspective, this sucks; with the age of your average GameCube owner being 23, it's not what people are buying the machine for and sets the 'GameCube isn't for kids' argument back a mile. Good lord, Nintendo... what on earth are you playing at?

MARTIN

NOT IKEA!

THAT'S MINE!

If you find a transparent item in the dream world, grab it to send it back to Mickey's bedroom – the more you find, the better it'll look when you make it back home.

The Mickey Link: You can link *Magical Mirror* up to the rather enjoyable *Disney's Magical Quest* on the GBA to shake things up a bit... but not much.



⬆ We found Nintendo's perception of games for kids in here, frozen solid after a decade. Damn them!

TRICK OR TREAT

WHAT DO STARS MAKE?

The main bulk of the game sees you using the special pointing glove to guide Mickey around the dream world – as you move it over items of interest, the glove will change shape and allow you to take Mickey in for a closer look. Usually if you find something that Mickey can interact with, it means there's something there for him to do... this is where the Trick system comes in. By grabbing Star Containers from around the dream world, Mickey can build up Star Points; these can then be used to activate Tricks when prompted by the edges of the screen moving and an icon appearing on your pointer. The more complicated the trick, the more Star Points you'll need to activate it – you'll need less at the start of the game, but soon enough you'll require four or more before you can do each Trick. Not surprisingly, successfully completed Tricks usually yield Keys, extra Star Containers or even a piece of the mirror... but sadly, it's not as exciting as it sounds.



IRROB

STARRING MICKEY MOUSE



"OBVIOUSLY, NINTENDO STILL BELIEVES THAT THE GC IS A CONSOLE AIMED AT KIDS..."

CUBE VERDICT

DISNEY'S MAGICAL MIRROR

⚡ EXACTLY THE KIND OF THING THAT WE DON'T NEED



VISUALS

Unlike the gameplay, *Magical Mirror's* graphics are everything you'd want from a GC game.



AUDIO

Typically twee and bouncy, although Mickey doesn't say all that much – he's just mutters.



GAMEPLAY

We thought Nintendo was getting away kids games... easier than a two-piece jigsaw puzzle.



LIFESPAN

We finished the whole thing in under two hours... what's up with that, eh?



ORIGINALITY

Point and click adventures aren't new – although we remember them being more fun than this.

ALTERNATIVE

It might have more to do in it than *Magical Mirror*, but this is still easily the worst GameCube game so far.

UNIVERSAL STUDIOS

Format: GameCube Reviewed: Issue 6

TGN Rating: 3.7

2ND OPINION

GOOFY! "Any game that has a mode where it plays itself deserves to be locked away for all eternity. If the GameCube has loads of proper games, where did this come from? Utter pap."

CHANDRA

FINAL SCORE

5.1

UNLESS YOU'RE UNDER TEN OR LIKE YOUR GAMES TO END IN AN HOUR, STEER WELL CLEAR OF THIS ONE.

MICKEY AND MINI... GAME

PUSH A BUTTON AND... ER, THAT'S IT.

As well as guiding Mickey around the dream world with your handy pointing glove and solving insanely easy puzzles, there are a number of mini-games that you can play to help build up your Star Points. Each of these mini-games offers something different, from flying a plane through hoops while shooting bubbles to snowboarding down a steep mountain and even helping Mickey play the guitar... by catching stars as they fall down, obviously. Much as these bring a bit of variety to the game, it's still not enough – they're all incredibly easy to complete and even worse, there's not much of a reward for actually finishing them. Bah.



Saddle soar...



Some of these tricks are just pretty unbelievable... but they're all real. Wow.



MX SUPERFLY

Reet dirty good fun...

STRAPPING

a combustion engine to two wheels and performing aerial acrobatics that would make Evil Knievel wince and cross his legs is no bad start for a game. *Excitebike* on the N64 proved the greatness of this idea but then came the travesty of *Jeremy McGrath Supercross World*, which made us the rue the day we ever picked up a controller. So, it was with more than just a little twitch of concern that we loaded up *MX Superfly*.

Having watched the raucous and eye-watering FMV of stunts and crashes from Motocross champion Ricky Carmichael and other

ludicrously agile and danger-loving bikers, we were suitably impressed and got straight onto the heart of the game – the Career mode. Now, in order to progress through the Career modes (there's race or trick based routes) you'll need to complete the accompanying tutorials, races and mini-games to earn enough cash. Money earned allows competition firstly in the non-professional season and then (money permitting) the Pro 125 Class through to the more gutsy 250cc bikes. Progression will see you delivering pizzas, playing a round of mini golf and pulling as many perilous tricks as gravity allows – oh, while not of course



OW, OW!

BAILING OUT

If a trick is about to plant your face in the dirt, then press L, R and Z before hitting to the ground to hop out of the saddle and remount quicker than crashing to the ground.



CUBE

INFORMATION

MX SUPERFLY

PUBLISHER: THQ

DEVELOPER: PACIFIC COAST
POWER AND LIGHT

PRICE: £39.99

ORIGIN: US

PLAYERS: 1-2

MEMORY: 8 BLOCKS

STATS

■ TRACK EDITOR

■ 11 MINI-GAMES

■ OVER 30 STUNTS

■ 25 TRACKS

RELEASE DATES



OCT '02



TBA



OUT NOW



RIDER AND A PLAYABLE CHARACTER!

Now usually, we wouldn't advocate trying to do a backflip during a race. However...

From A To Z: Having been previously underused in most games in favour of any other button, the Z Button in *MX Superfly* performs a powerslide.



OUT TO LAUNCH

UP... UP... AND AWAY - ALTHOUGH IT'S NOT EASY

The trick system in *MX Superfly* takes some getting used to. Getting the best airborne launch from a jump means preloading the shocks on the front forks of your bike. Depending on the size of the approaching ramp, you'll need to gauge the amount of time you're holding the R Trigger to preload your suspension. Holding for too long means no spring at the end and pressing too little also gives you less air-time. Assuming you've preloaded the suspension, you'll need to release the R Trigger at the lip of the jump for maximum height and distance. Once you're in the air, it's back to holding the R Trigger along with pressing or tapping the A, B, X and Y Buttons for tricks. Of course, then you've got to nail the landing as well...



forgetting to finish first on top of all that...

As with most extreme sports titles, *MX Superfly* has a nu-metal/hip hop/skate punk soundtrack, a glut of ever more difficult challenges, unlockable levels, characters and bonuses. But is it any good? Well, look at the screenshots. Reasonable but hardly awe-inspiring, don't you think? And that pretty much sums up how *MX Superfly* plays.

Twisting open the throttle as you approach a ramp and launch into a (smallish) combo of tricks somehow just isn't that heart-in-your-mouth exciting; partly because the airborne physics are slightly moon-like and floaty but also because the

surfaces all feel similar; there's something just a little tame about this game. Your tyres don't bite into the grass or dirt you ride on and the resulting traction and turns lack something. Whereas the best extreme sports titles have finely tuned physics engines and a solid weighty feel to accompany tricks and bails, *MX Superfly* neither makes you snigger uneasily as you crash, nor has you spluttering new obscenities as you hit the dirt. Although entertaining, *MX Superfly* lacks that consuming compulsion to see, perform, and unlock everything, but it is worth a rental if the words Yamaha and Honda get your motor running.

BYRON



MINI-GAME SHAME

TWO WHEELS DON'T MAKE A RIGHT

MX Superfly's mini-games and challenges feature just as prominently as the standard race and trick modes. Initially there's only Step Up (a forty foot high jump with engines) Horse (matching sequences of moves) and Stranded (a checkpoint race against the clock). Progression through the career modes opens up amongst others pizza delivery, downhill slalom, Moto-Golf (sadly only checkpoints again) and bus jumping. Although novel sounding, many of these different challenges have a slightly tacked-on feel... shame really.

"AERIAL ACROBATICS THAT WOULD MAKE EVIL Knievel WINCE AND CROSS HIS LEGS"

CUBE VERDICT

MX SUPERFLY

GOOD FUN, BUT LACKING THAT SOMETHING SPECIAL



VISUALS

Graphically it's very obviously a port of a PS2 title but minus the grainy textures. Not bad.



AUDIO

A watered down version of the *Tony Hawk's*-style soundtrack... but still rather good.



GAMEPLAY

Steer, jump, trick and crash, all in different amounts depending on how good you are.



LIFESPAN

Well, at least there's a track editor that's detailed enough to crate your own mini-games...



ORIGINALITY

The mini-games are something new, it's just a shame they don't have more replay value.

ALTERNATIVE

Blindingly fast gameplay, but with an end screen that comes around just as speedily. Fun while it lasts... which isn't long.



XG3: EXTREME G RACING

Format: GameCube Reviewed: Issue 6 CUBE Rating: 8.4

2ND OPINION

BRUM, BRUM! "While *MX Superfly* certainly isn't the most amazing thing ever, it's definitely the best motocross game out there at the moment. Worth a look if you're a fan."

MARTIN

FINAL SCORE

7.1

COMPETENT BUT FAR FROM BEING COMPULSIVE - A RENTAL RATHER THAN AN ESSENTIAL BUY.

CUBE

INFORMATION

TETRIS WORLDS

PUBLISHER: THQ

DEVELOPER: RADICAL ENT.

PRICE: £39.99

ORIGIN: US

PLAYERS: 1-4

MEMORY: 4 BLOCKS

RELEASE DATES



OUT



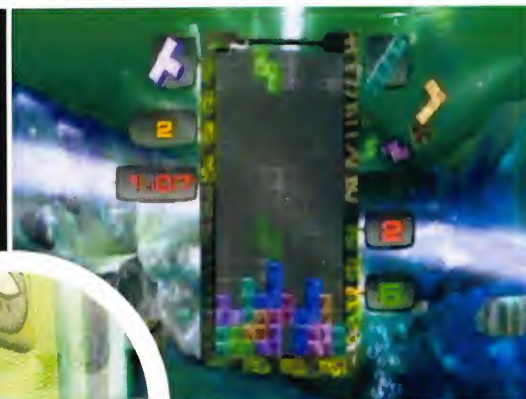
TBA



OUT



Beautifully simple but not simply beautiful



Falling blocks, missing lines... deja vu, eh?



"IF YOU FANCY
SPENDING £40 ON A
VERSION OF TETRIS
THEN BUY A GAME BOY"

TETRIS WORLDS

The Russian classic rides again...

THE CONCEPT

behind *Tetris* – arrange seven patterns of four piece blocks leaving no horizontal gaps between them – is elegantly simple, deceptively engrossing but also quite a fragile idea. Much like not adding extra brush strokes or colours to a renowned work of art, a good translation of *Tetris* to any platform (and it's been on most) requires that you don't tamper too much with the original – at least not so that you damage the core gameplay.

Thankfully, *Tetris Worlds* sticks to this now seemingly timeless blueprint in the first of its worlds, yet also incorporates five all-new modes of differing approaches to the shape shifting. In all of the five worlds that play a modification of *Tetris*, there are fifteen levels of increasing difficulty to progress

through. Beginning with Square Tetris – a conventional take with added points for square combinations of same coloured blocks – there's also Cascade, Sticky, Hot-line and Fusion Tetris. These modes can be broadly said to include only minor variations on the *Tetris* theme by rewarding risk taking (Hot-Lines) and chain reactions (Cascade) and by setting challenges to clear a solitary block buried under maze of varying height blocks (Fusion). Much like the graphics, sound, multiplayer, and story (why bother with a story?) these additional game modes are merely a novelty and soon betray themselves as lacklustre additions bolted onto an admittedly great concept. If you fancy spending £40 on a version of *Tetris*, then buy a Game Boy.

BYRON



CUBE VERDICT

NOTHING NEW THAT'S WORTH WORRYING ABOUT...



VISUALS

Nothing whatsoever to indicate you're playing a GameCube. Appalling.



AUDIO

An uninspiring whispered voiceover and a techno/trance soundtrack.



GAMEPLAY

As this game proves, the original *Tetris* concept is best left untouched



LIFESPAN

Never played *Tetris*? Then you'll either be a hooked, or b. lying



ORIGINALITY

The release of this title is a definition of unoriginality.

TETRIS WORLDS

FINAL SCORE

5-3

RETAINS THE RELAXING AND
COMPULSIVE GAMEPLAY, BUT THE
GAMECUBE DESERVES MUCH BETTER.

He's a 'cotton-pickin' varmint', apparently

TAZ WANTED

CUBE

INFORMATION

TAZ WANTED

PUBLISHER: INFOGRAMES

DEVELOPER: BLITZ GAMES

PRICE: £39.99

ORIGIN: UK

PLAYERS: 1-2

MEMORY: 2 BLOCKS

RELEASE DATES



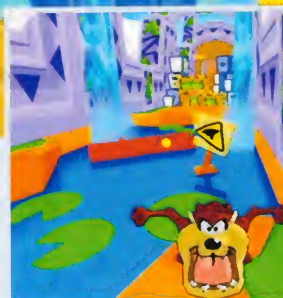
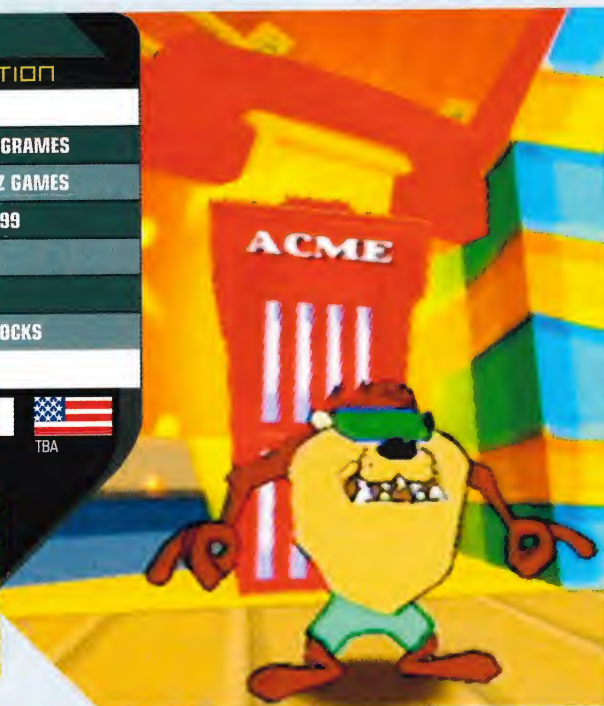
4 OCT '02



TBA



TBA



⬇ We always knew that the Doctor Who license would come to this...

Out of the cartoons and onto the GameCube... but we wish he hadn't.

WHY IS IT

that when a developer gets their hands on a half-decent license, they think that means they don't have to do anything original or interesting with it to turn it into a game? It's happened a million times before, mostly with film licenses – *Spider-Man*, *Agent Under Fire* and *Driven* are all examples of that on the GameCube alone. Even if you move away from movie licenses though, it doesn't get any better...

Based on the 'popular' Looney Tune character, *Taz Wanted* takes the little devil himself and pits him against the evil Yosemite Sam across 12 levels of 'whirling, twirling, hurtling, landscape-eating' action (their words, not ours). Unfortunately though, the game is average through and through – everything from the 'quite nice but nothing spectacular' cel-shaded

graphics, repetitive voice acting and bog-standard platform gameplay really aren't anything special at all.

What is slightly worrying though is that despite being aimed directly at kids *Taz Wanted* is one frustrating game, thanks to the fact that Taz himself controls like a blind three-legged badger... especially when he's doing his trademark spin (which is essential for pretty much everything in the game). Add to this a slightly dodgy camera that makes judging jumps tricky and the fact that Taz slips off ledges for no reason and drowns in about an inch of water... annoying isn't the word. It's certainly not a terrible game, but having spent so much time with games like *Super Mario Sunshine* recently, we just can't see something like *Taz Wanted* can't be called anything more than average by comparison.

MARTIN

CUBE VERDICT

TAZ WANTED

➔ YET ANOTHER 'GOOD LICENSE, AVERAGE GAME' TITLE



VISUALS

Nice, but rather basic – they're nothing a Dreamcast couldn't do.



AUDIO

Sound bites are too repetitive and the music is annoying...



GAMEPLAY

Take Taz out and you've got a totally generic platform romp. Hmm.



LIFESPAN

Will you have the patience to finish it? Somehow, we doubt it.



ORIGINALITY

Nothing that Sonic and Mario haven't done a million times before.

FINAL SCORE

5.8

FAR TOO FRUSTRATING AND
GENERIC TO BE ANY FUN...
ESPECIALLY WHEN IT'S FOR KIDS.

Oh, pucking hell...

CUBE

INFORMATION

NHL HIT2 20-03

PUBLISHER: MIDWAY

DEVELOPER: BLACK BOX GAMES

PRICE: £39.99

ORIGIN: CANADA

PLAYERS: 1-4

MEMORY: 8+ BLOCKS

STATS

■ THE ORIGINAL GAME, BUT BETTER

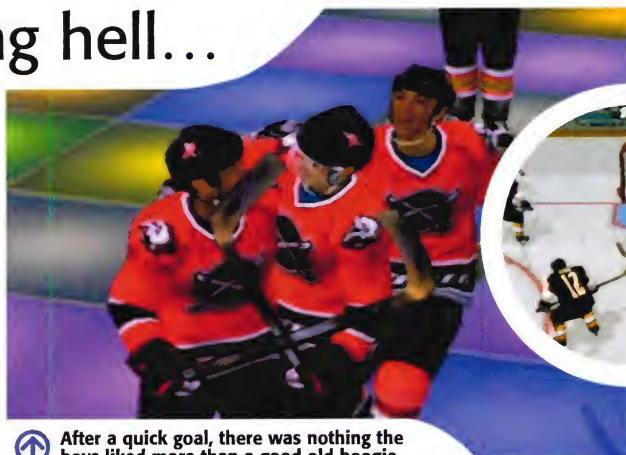
■ REVAMPED FRANCHISE MODE

■ BRAND NEW MINI-GAMES

■ OVER 120 SECRET BONUSES

RELEASE DATES

18 OCT TBA TBA



After a quick goal, there was nothing the boys liked more than a good old boogie.



NHL HIT2 20-03

If you're going to make a violent sports game, ice hockey is a good place to start...

THOSE OF

you who've been with us from the very beginning might be glancing around these pages with a sense of déjà-vu right now... didn't we cover *NHL Hit* way back in issue two? Actually, no – we've moved onto the sequel, but it's an easy mistake to make. Why? Well, if you think that *NHL Hit2 20-03* looks suspiciously like the previous game, you'd be right – it pretty much is the original, but with a bit more 'ding-dong, phweep' for your dollar. Yes, Midway have piled more bells and whistles on top of the original game to come up with the sequel, using a technique that we like to refer to as the 'Electronic Arts effect'... and if the game was even a bit worse than *NHL Hit2 20-02*, we'd chastise Midway for it. Thankfully though, that isn't necessary...

By sticking with developers Black Box Games for the sequel, Midway has ensured that *NHL Hit2 20-03* is just as good as the original in every way... because for all intents and purposes, it IS the original. Aside from a few minor tweaks (such as a new Block move and the ability to choose when your players become 'on fire'), virtually nothing has changed about the actual ice hockey aspect of the game – a cheeky move, but

we'll just about allow it. Instead, the major changes have been saved for the management and game mode aspects; everything's been totally overhauled and tweaked so there's now even more for you to do. For example, the new and improved Franchise mode takes the ball of the first game and really runs with it; you not only have complete control over your players, but there's a whole *Tony Hawk*-style task system that allows you to earn even more experience points based on how many set objectives you can complete in each match. Seeing as we've not seen in before in a team-based game... well, it's pretty cool.

The main problem that *NHL Hit2 20-03* has though doesn't stem from the fact that it's not fun – the obvious similarities to the rather excellent original make that a non-brainer. However, the fact remains that the improvements that *NHL Hit2 20-03* has over the first game just can't justify another £40... it's just not different enough. There's no doubt that it's most certainly a game that needs to be bought – but seeing as you can pick up a second-hand copy of the original for half the price, it just depends on how you much really want it.

MARTIN



Did you spill my pint? Were you looking at my bird? No? Oh, sorry... my mistake.

DODGE

WON'T MAKE THEM PLAY BETTER...

Blazing Squad: Score with a player who's 'on fire' and you'll get a lovely cut-scene of him being struck by lightning... mmm, extra crispy.



GAME FOR A LAUGH

MINI-GAME, MAXI-FUN

Just because it's an ice-hockey game, that doesn't mean that *NHL Hitz* is all about skating around on slippery surfaces and scoring goals... well, nearly. To while away the time when you feel like a break from the ice, *NHL Hitz 20-03* features a selection of six mini-games for you to play – each one of these requires a different modicum of skill, so there's plenty of variety. For example, *Three In A Row* is a basic version of Tic Tac Toe but played with a puck; you shoot it at the squares you want, but your opponent can block or even steal your squares if they feel like it. With games like *Shooting Gallery* (which sees two teams battling it out to smash as many windows within the time limit as possible) and *Own The Ice* (where you need dribble the puck over certain 'zones' to make them your colour) also on offer, there's certainly something for everyone...



OLD MAN!

BACK TO SCHOOL

This time around, there's a Hockey School mode for you to hone your skills in – it's even voiced by the NHL's all-time winningest (?) coach, Scotty Bowman. Wow.



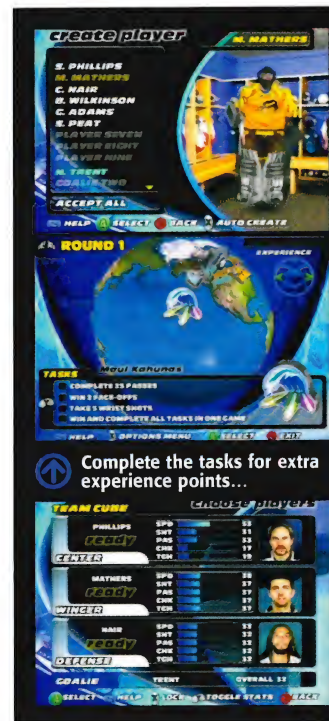
Isn't there supposed to be a rule about holding your stick that high?

"IF THIS WAS EVEN A BIT WORSE THAN THE ORIGINAL, WE'D BE RATHER UPSET..."

SEASON TO TASTE

A YEAR ON THE ICE

The two main parts of the game that'll keep your attention for the longest are the Season and Franchise modes. While the Season mode is exactly what you'd expect, the real challenge lies in the Franchise mode as you work your way up from nothing. You start off with a small selection of players and a basic amount of kit, but playing matches earns you experience points, which can be spent on improving player skills or buying improved items like skates or pads. Each match you play also has a number of tasks assigned to it – for example the first match requires you to perform a successful deke, win a fight and score ten hits. Although you can play through the match without doing any of these, you'll get more points for each one you complete... pretty smart, eh?



CUBE VERDICT

NHL HITZ 20-03

BETTER THAN BEFORE, BUT WORTH BUYING AGAIN? HMM...



VISUALS

Still as smart as before with some rather impressive animation and detail on the players.



AUDIO

Top rock tunes covering the menus and two commentators during the matches... rather nice.



GAMEPLAY

Think Soccer Slam, but on ice – fast-moving action, with some ice hockey thrown in to boot.



LIFESPAN

The Franchise and Season modes will keep you going for ages, as will the multiplayer action.



ORIGINALITY

It's the first game again (almost to the letter) but with enough tweaks to justify the '03' moniker.

ALTERNATIVE

True, *NHL Hitz 20-03* is a slightly better game... but if you've already got the original, there's no need to upgrade.

NHL HITZ 20-02

Format: GameCube Reviewed: Issue 6

CUBE Rating: 9.1

2ND OPINION

ICE TO SEE YOU... "*NHL Hitz 20-03* isn't exactly a thinking man's sports game, but it's still one of the best examples of ice hockey out there. Still, is it really much of an improvement?"

KENDALL

FINAL SCORE

8.6

STILL AN EXCELLENT GAME AND WELL WORTH PICKING UP... UNLESS YOU'VE GOT THE FIRST ONE, THAT IS.

Welcome to the fight club...



REPLAY



CUBE

INFORMATION

UFC THROWDOWN

PUBLISHER: UBI SOFT

DEVELOPER: CRAVE

PRICE: £39.99

ORIGIN: US

PLAYERS: 1-4

MEMORY: 5 BLOCKS

STATS

■ 28 REAL-LIFE UFC FIGHTERS

■ CAREER MODE

■ 6-8 PLAYER TOURNAMENTS

■ MULTIPLE FIGHTING STYLES

RELEASE DATES



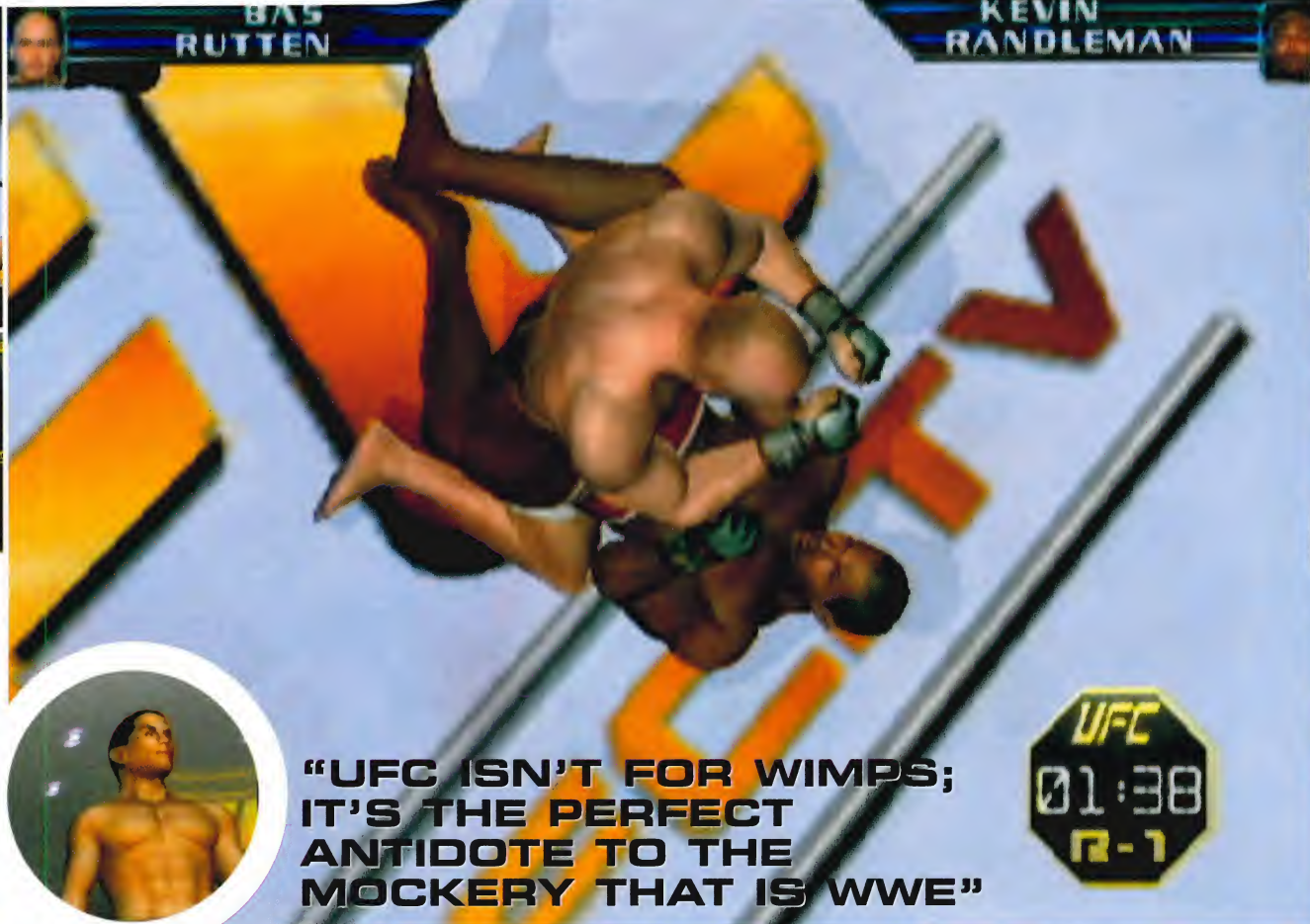
OUT NOW



TBA



OUT NOW



"UFC ISN'T FOR WIMPS;
IT'S THE PERFECT
ANTIDOTE TO THE
MOCKERY THAT IS WWE"



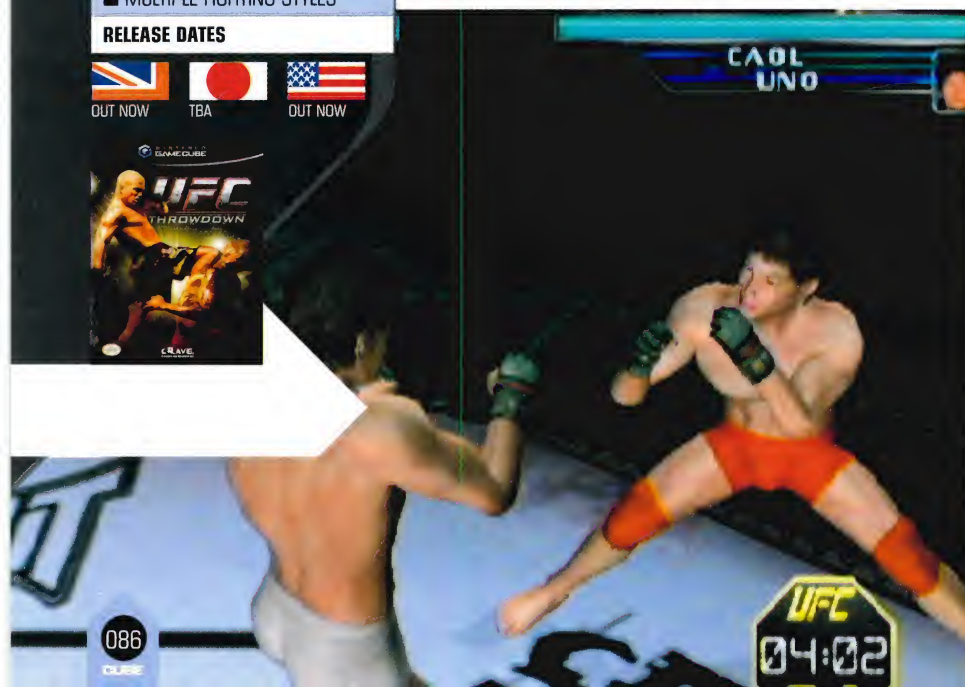
UFC THROW

Wrestling? Who needs it, eh?

PUNCH, KICK, it's all in the mind, apparently – at least, it is if you happen to be watching the WWE on telly. As is often the case in life, there's a yin to the WWE yang; a darker, more barbaric version of the sport, to sate a more primitive lust, where the blows make contact and the blood has a lot less Heinz in it and a lot more plasma, platelets plus the requisite red and white cells. Oh yes, UFC isn't for wimps; it's the perfect antidote to for the mockery that is the WWE, er, 'Sports Entertainment'. With the UFC, you get the real deal, a no-holds-barred scrapathon,

combining martial arts, wrestling and good old-fashioned fisticuffs.

Unfortunately, it's a very different matter as far as the game itself goes. In bringing what is one of the most bloodthirsty sports to the GameCube, much has been sacrificed. At no point do you actually feel that you are taking part in anything approaching what the UFC has come to stand for – in fact, stripped of it's controversial license what you have is a competent, if slightly shallow, fighting game. The initial hook of it being a rougher, more nasty version of any wrestling games is immediately disposed of – crank



YOU GOTTA GO TO WORK...

IT'S THE EYE OF THE TIGER

The major plus point of *UFC* is the Career mode. Here you get to create your own fighter from scratch. Though not as comprehensive as *NHL Hitz 20-03*, you can at least assign name, age, weight, height, fighting style.

One of the other things it has over other sports titles is that you can train your fighter up – you'll need to as well, as your new fighter will pretty much lack any of the requisite skills to stand any chance of being successful in the ring. This adds some much needed longevity and depth to the one-player game, because you'll have to work pretty hard to boost up the stats of your newly-created fighter.



Now, if you're going to enter the Octagon with THAT perm, you're asking for a slap...

DOWN

up the 'Blood Effect' to nine and rather than the bloodbath that you might expect, you are treated to nothing more than a smattering of blood periodically – these people are allegedly being pummelled, so you'd expect a little more than the pathetic splatter shown here. Hey kids, it's been sanitised just for you! This is the problem, we're not going to advocate violence in videogames just for the sake of it, but when a game tries to wile its way into your home because it is supposed to be harsher and somehow more 'real' than other fighting games then when it isn't we feel a bit cheated.

That said, compared to the very few fighters currently available on

the GameCube, this is certainly one of the better offerings – although that isn't saying much. There's a depth of play and range of moves that require genuine effort to get the best out of and it all looks very impressive, in a slightly wooden way. Unfortunately though, fighting fans won't notice this game, as they'll either be waiting for *Soul Calibur 2* or the next THQ wrestler. Quite right too, because *UFC* fails not only to do the license justice but it also fails to truly engage. Worst of all, it wants you to believe that it presents the harsh reality of the sport has been ported onto your GameCube. It hasn't and that's what ultimately hurts the most.

SIMON

You looking at me?: Unfortunately, Pedro Rizzo has failed to become household names anywhere but in their own homes.



SPLATTER!

BLOOD? WHERE?

You might expect *UFC* to be a bit of a bloodbath. Unfortunately, this is not the case and even when you crank up the blood quote it isn't as messy as it should be...



LOOKING GOOD...

ALMOST AS REAL AS A PROPER SWEATY BLOKE IN TIGHTS

There's no doubting that *UFC* is one of the most impressive-looking fighting games on the GameCube to date. Unlike some of the wrestling games currently found lurking on the shelves, Crave has actually put the hardware to work rather than cheaply porting over the PS2 version (other developers, please take note). Unfortunately, whilst impressive, the fighters seem more like mannequins than real-life fighters – this is possibly because they do not move or walk that convincingly, but more importantly, they appear to lack the charisma or personality of the fighters in any THQ's wrestling games. Crave should take a leaf out of Yukes' book and add a little colour to the fighters... it might make both them and the any future *UFC* games more appealing.

CUBE VERDICT

UFC THROWDOWN

JUST ABOUT MANAGES TO LAND A PUNCH...



VISUALS

Clean, crisp visuals and certainly much more impressive than any wrestling game.



AUDIO

Atmospheric, if you are into the real *UFC*, but otherwise fairly uninspiring.



GAMEPLAY

A decent attempt at a Career mode, but it's by-the-numbers elsewhere.



LIFESPAN

Mastering the subtle nuances of the game will take you a fair amount of time.



ORIGINALITY

Er, sorry, there most be shum mishtake... you want originality in a beat-'em-up?

ALTERNATIVE

If you want to see just how bad things can get, then this is as good a place as any to make a sloppy start...

LEGENDS OF WRESTLING

Format: GameCube Reviewed: Issue 7 CUBE Rating: 4.7



2ND OPINION

TAPOUT! "Having actually seen proper *UFC* fights in action, I think *UFC: Throwdown* brings the atmosphere across quite well. That said though, the game itself is a bit shallow for me..."

MARTIN

FINAL SCORE

6.4

COULD HAVE BEEN DARK, COULD HAVE BEEN CONTROVERSIAL. IT TURNS OUT TO BE A LITTLE BLAND...

CUBE

INFORMATION

EGGO MANIA

PUBLISHER: KEMCO

DEVELOPER: HOT GEN STUDIOS

PRICE: £39.99

ORIGIN: UK

PLAYERS: 1-8

MEMORY: 2 BLOCKS

RELEASE DATES



OUT NOW



TBA



OCT '02



Is this an egg-cellent adventure?



EGGOMANIA

Imagine Tetris. Now reverse it and add some eggs. Sound good? Er...

NO, IT IS NOT

as good as *Tetris*... right, that's the puzzle game review cliché out of the way. It's just that when it comes to *Eggo Mania*, the comparison is a fair and necessary one – all Kemco appears to have done is taken *Tetris* and turned it upside down. Oh, and added a load of 'cute' egg characters too to brighten the whole thing up. Probably not the best idea it could have come up with...

Although it looks a little bit hectic, *Eggo Mania* is a pretty simple concept, to be honest; blocks fall down, your little egg bloke piles them up and then you climb to the top and escape... easy. Of course, it's not – for starters, you have to take into account a number of different things, such as stability – a tower that's too narrow or has too many holes will collapse under you, leaving you to drown like the egg that you are so you need to build up your stack as evenly as you can using the blocks provided. The blocks you get though are another problem all together...

Of course, there's a problem... heck, there always is with things like this. As far as we remember, *Tetris* (where you have to remove the blocks rather than stack them) always had tension if things got hairy. Sadly, you never get that feeling with *Eggo Mania* and it's this lack of danger or suspense that lets the game down. The same goes for the opposition – even though there's a computer-controlled opponent on the other side of the screen, it's rare that you even notice what he is doing, let alone worry about whether he is beating you or not. Worst of all though, *Eggo Mania* just isn't addictive or enjoyable enough to make you keep coming back to it time and time again; considering it's a puzzle game (and puzzle games pretty much rely on that key element), that's the greatest crime of all. When you consider how many years we have all wasted playing *Bust A Move*, *Worms* and (again) *Tetris* because of how addictive they were, that's a pretty big nail in the coffin for a game which tries to emulate almost all of them. For £40, you should be able to pick up a second-hand Game Boy and a copy of *Tetris* – surely that's better value than this?

KENDALL



"SINCE WHEN DID WE GET CONGRATULATED FOR FILLING THE SCREEN WITH BLOCKS?"

CUBE VERDICT

EGGOMANIA

DULL AND DISAPPOINTING... FAR FROM EGG-CELLENT



VISUALS

There is nothing here that would have given the Super Nintendo nightmares.



AUDIO

Nothing here to rival the classic tuneage of *Tetris* – tries rather too hard to be 'cute'.



GAMEPLAY

Tetris reversed, with a lot of the immediacy and franticness taken out.



LIFESPAN

Most puzzle games appeal is unlimited, but *Eggomania* soon outstays it's welcome.



ORIGINALITY

Only original if you've never, EVER played *Tetris* before. Otherwise, no.

FINAL SCORE

5.2

THERE'S NOTHING HERE TO KEEP YOU COMING BACK FOR MORE – NOT ALL IT'S CRACKED UP TO BE.

CUBE

INFORMATION

BARBARIAN

PUBLISHER: VIRGIN

DEVELOPER: SAFFIRE

PRICE: £39.99

ORIGIN: US

PLAYERS: 1-4

MEMORY: 3 BLOCKS

RELEASE DATES



OUT NOW

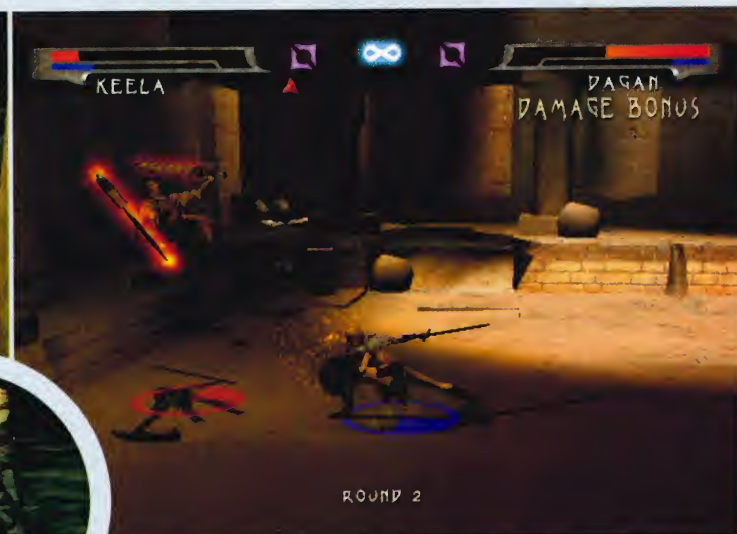
TBA

OUT NOW



Me fighty, big sword... grr

BARBARIAN



Big warriors... but no fun in sight

IF YOU

fondly remember the *Barbarian* games of old, get ready to have your expectations shattered; aside from the same name, the 'new and improved' *Barbarian* plays more like a heavily bastardised version of *Power Stone* on the Dreamcast than the original Spectrum titles.

From a purely numbers point of view, the game sounds quite promising – with ten fighters and over 30 in-game choices to make during each character's quest forming around 300 plot variations, it certainly sounds like there's plenty to do. Unfortunately, there's a problem – while *Barbarian* certainly has an air of 'next-generation' about it (the character models and arenas are quite nice, although the long range camera pretty much negates all that), we can't help but think that there's something missing from the whole thing... like some gameplay, perhaps. We like our beat-'em-ups with a little more skill than just stabbing away at two buttons, which sadly is all that *Barbarian* seems to offer – the combos that fill each fighter's move list are pretty hit and miss, while the fact that fighting against any of the computer opponents is more luck than judgement

(especially when facing more than one foe at a time) makes the game a frustrating experience. The game feels more of a chore to play than anything and to be honest, there are better beat-'em-ups out there... heck, we'd even push the 'good, but not amazing' game that is *Bloody Roar: Primal Fury* over this. Be warned – just because you remember something being good before, doesn't mean it still is now...

MARTIN



"WE LIKE OUR BEAT-'EM-UPS TO BE MORE THAN JUST BUTTON BASHING..."

CUBE VERDICT

BARBARIAN

A GOOD IDEA RUINED BY A LACK OF ANYTHING FUN



VISUALS
Detailed, but the distant camera viewpoint makes all this totally worthless.



AUDIO
Nothing special, with all the usual grunts and groans you'd expect.



GAMEPLAY
Eh... gameplay? What's that then? Sorry, can't help you...



LIFESPAN
Loads to do, although you'll never have the will to actually finish any of it.



ORIGINALITY
It's *Power Stone*, but with all of the good bits taken out... why?

FINAL SCORE

4.3

PRESSING TWO BUTTONS AT RANDOM DOESN'T COUNT AS GAMEPLAY, YOU KNOW...

MAT HOFFMAN'S PRO BMX 2

On yer bike, sonny

CUBE

INFORMATION

MAT HOFFMAN'S PRO BMX 2

PUBLISHER: ACTIVISION

DEVELOPER: RAINBOW STUDIOS

PRICE: £39.99

ORIGIN: US

PLAYERS: 1-2

MEMORY: 3+ BLOCKS

RELEASE DATES



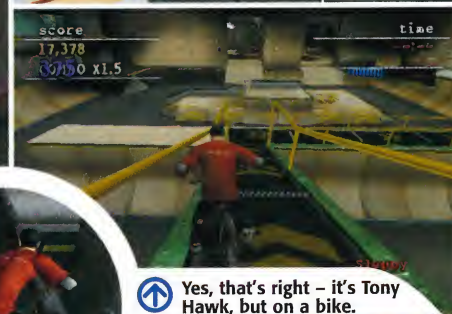
OUT NOW



TBA



OUT NOW



Ride 'em hard, Mr Hoffman...

US GAMECUBE

owners are lucky enough to have two of the best extreme sports games ever at our disposal – *Tony Hawk's Pro Skater 3* and the wonderful *Aggressive Inline* are fantastic titles for skateboard and inline skating fans alike. But what about all the BMX fans out there? Surely they'd like a slice of the videogame pie, eh?

Well, fear not; *Mat Hoffman Pro BMX 2* comes from the very same people who brought us the *Tony Hawk* series and uses similar gameplay to simulate this extreme sport. With almost a year between this and *Tony Hawk's* third outing, the designers have had plenty of time to make this even more advanced than their previous games. Using a new 'trick morphing' engine, it's now

possible to create your own unique combos by blending tricks together in pretty much any order you wish – air tricks can be morphed into grinds, grinds into peg tricks and so on.

But while the gameplay has taken a slight step forwards, graphics are sadly no better than an average Dreamcast game... the worst thing is that everything is so grey. It's a shame because there are some great level designs – especially Chicago, which is a popular destination for American riders.

Of course, graphics aren't everything and there's certainly plenty of fun to be had here. While it doesn't do anything revolutionary, *Mat Hoffman 2* is a great extreme sports game and something we heartily recommend for fans everywhere.

KEITH

"THERE'S CERTAINLY PLENTY OF FUN TO BE HAD WITH MAT HOFFMAN 2"

CUBE VERDICT

MAT HOFFMAN'S PRO BMX 2

BMX WITH ALL THE TRICKS YOU COULD EVER NEED.



VISUALS

It must be said that this looks a little old for our liking. Functional, but that's about it.



AUDIO

Do we need to sum this up? It's a BMX game – it's got a licensed rock soundtrack!



GAMEPLAY

Similar to the *Tony Hawk's* series, but with more room for creating your own combos.



LIFESPAN

There are plenty of mission objectives and hundreds of tricks to master.



ORIGINALITY

Sadly, it's nothing we haven't seen before in other extreme sports games.

FINAL SCORE

8.8

NOT A HUGE STEP FORWARD FROM TONY HAWK'S PRO SKATER 3, BUT VERY NICE NONETHELESS.

CUBE

INFORMATION

KELLY SLATER'S PRO SURFER

PUBLISHER: ACTIVISION

DEVELOPER: TREYARCH

PRICE: £39.99

ORIGIN: US

PLAYERS: 1-2

MEMORY: 3+ BLOCKS

RELEASE DATES



OUT NOW



TBA



OUT NOW



Surf's up, dudes!

KELLY SLATER'S PRO SURFER

"A GOOD, SOLID GAME WITH MANY PARALLELS TO THE TONY HAWK'S SERIES"



You won't be 'board' silly here...

IT SEEMS

strange that Activision should wait until the end of the brief British summer to launch such a seasonal title as *Kelly Slater's Pro Surfer*. Perhaps they're hoping that less hardy surfing fans will plump for the videogame, rather than freezing their bits off out in the elements. Hey, at least they won't get wet while playing it...

Now before we start, let's get one thing clear: this isn't as good as *Tony Hawk's* – or many other extreme sports games for that matter. Not because it's a bad game (far from it, in fact), but because there are so many limitations involved with the sport itself. No matter which area you're

playing in, and what time of day it is, you're always on the side of a wave. It's a little like every level of *Tony Hawk's* consisting of a single half pipe – fun for a while, but with severely limited lasting appeal.

But if you're prepared to put up with this lack of variation, you'll find a good, solid game with many parallels to the *Tony Hawk's* series itself. Moves are performed in virtually exactly the same way, and the designers have captured the atmosphere of the sport perfectly. This is helped by the lush graphics and perhaps more so by the subtle soundtrack which replaces the usual rock with acid jazz. It's all lovely, but a tad shallow for us.

KEITH

CUBE VERDICT

KELLY SLATER'S PRO SURFER

WON'T MAKE A BIG SPLASH DESPITE BEING FAIRLY GOOD.



VISUALS

Glossy and smooth, Kelly Slater is as close as you can get to real H2O in a videogame.



AUDIO

A chill out soundtrack and subtle wave sound effects help to set the atmosphere.



GAMEPLAY

Responsive and accurate, but only let down by the limitations of the sport itself.



LIFESPAN

Plenty of locations and events are included, but it all becomes very samey in no time.



ORIGINALITY

It's the first surfing game on GC, but there's only so much originality you can include.

FINAL SCORE

7.6

IT WON'T BE AS POPULAR AS TONY HAWK, BECAUSE IT'S SURFING... ONE WAVE AND NOT MUCH ELSE.

**FOR WHEN YOU REALLY
HAVE TO PUT YOUR GAME
BOY ADVANCE DOWN...**



**TOTAL ADVANCE
THE HANDHELD
PICK-ME-UP!**



Note: Cover and content in TOTAL ADVANCE are subject to change

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CUBE

ISSUE ELEVEN



Take part in the world's
biggest GameCube magazine!

YOUR LETTERS

VIEWPOINT

94 This is the place to air your views. Whatever you want to share with us, be it about the mag, the status of Rare or something completely different...



FORUM FRENZY

96 Look at the size of that thing! We pick some of the highlights to be found on the CUBE Forum.

READER REVIEWS

97 You write a mere 130 word review and we bestow prizes upon you. How difficult can it be?

CHEATING MONKEYS

100 Most games pose the odd challenge and this is where our trained chimps come in. They love nothing more than solving your gaming woes just for you!



BEAT THE TEAM

98 Think that you're better than the professionals? Why not try to beat our best times on all the latest games. Go on, we'll give you some lovely prizes if you do...

ADVANCE

110 This month's latest batch of handheld greats have been put through their paces by our team of experts. These are the GBA games that you simply need to own.

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114 This month CUBE headed towards the exotic location of Croydon to find out what the ladies and gentlemen at Hot Gen have been up to.

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BEAT THE TEAM

Come and take us on if you think you're hard enough!

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Missed an issue? Want to save money? Then you'd better check these pages!
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CUBE

ISSUE ELEVEN

VIEWPOINT

COME MY PRETTIES, SHARE YOUR THOUGHTS AND FEELINGS ABOUT YOUR FAVOURITE CONSOLE...

The Rare situation is still at the forefront of your minds, as is the price of games and the whether the GameCube is for kids. Some things never change...

GET IN TOUCH

Come on then, join in the fun! There are loads of ways to get in touch with us so there's absolutely no reason not to.

EMAIL

Drop your question in to us via email at CUBE@paragon.co.uk.

LETTER

CUBE Magazine, Paragon Publishing, St Peter's Road, Boumemouth, BH1 2JS

SMS TEXT

We've got an exclusive SMS text service sponsored by Orange. Simply text us your question or comment on 07866 620761.

PHONE

Call the CUBE team any time between 4pm and 6pm weekdays on 01202 209342

FAX

Or you can send your letter to us by fax on 01202 299955.

RANT ON!

GOING BLIND?

While debating with someone in school about whether Gamecube or Xbox is better I realised that people who have never played a Gamecube never listen to the views of those who have. They have heard the harsh stereotypes and cling to them in a debate like a religion. If they actually gave the Gamecube a go they may be surprised at how good it is. They only see the colourful graphics and assume it has childish gameplay. But in the end it is them who are missing out on the truly great games like *Celda*. **DANNY LANGLEY, VIA EMAIL**

CUBE: *The same could be said of many things. In this case it would seem that Nintendo's message is, perhaps, not reaching the masses whereas, the Xbox, in spite of an almost total lack of decent games, is somehow defining itself as a console for grown-ups. What do others think?*

RARE = X

I read about RARE leaving Nintendo all over the internet and in your mag. This concerned me so I emailed Nintendo of America and they said, and I quote: "The relationship between RARE and Nintendo has not changed". This pleased me and I would like you to put this in the next issue of your mag so that other Nintendo gamers can be pleased. **CHRIS FLETCHER, WASHINGTON**

CUBE: *Ah, the delicate art of telling people what they want to hear without actually telling them anything. Nintendo told you the truth at the time in so much as when Nintendo sent you that mail the relationship hadn't changed. Unfortunately, this is not the case anymore. Sorry chaps, Rare has gone and whatever we think about this matters not - might I suggest getting a copy of TimeSplitters 2? It'll remind you of the first time that you played GoldenEye...*

"The relationship between RARE and Nintendo has not changed"
CHRIS FLETCHER, WASHINGTON



When a shooter is this good, memories of GoldenEye seem to fade into the distance...

I WANT THEM ALL!

After many years of gaming pleasure enjoying all the consoles that I've owned, I decided to purchase one of the new consoles, but which one?

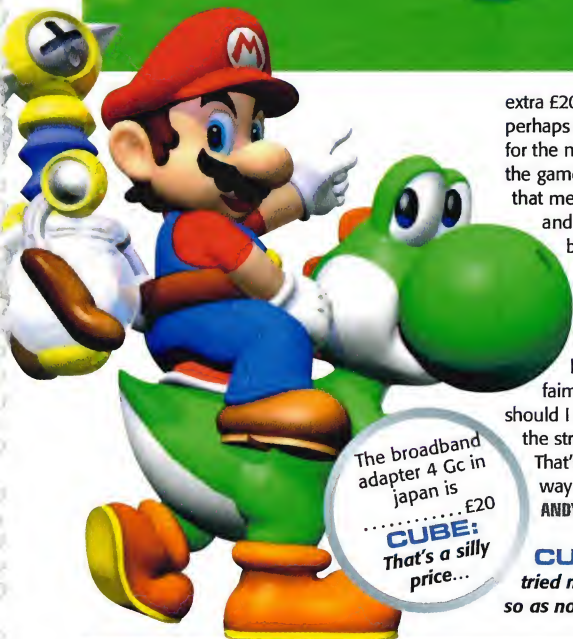
After much deliberation I could come to only one conclusion. You've got to have all three! With the recent price cuts there's never been a better time to own a PS2, Xbox and GameCube. Why be tied down to one console, if I'd decided to go with the market leader and purchase a PS2 I would have been unable to play great games such as *Halo*, *Jet Set Radio Future*, *Pikmin* and *Luigi's Mansion*. And of course you've got to look to the future. With such great games coming out, like *Mario Sunshine*, *Legend of Zelda*, *Halo 2* and *Project Ego*; you really have only one choice. If you don't want to miss any great games you must have all three consoles. I can't say that I've got a favourite console as each one has its good and bad points. But at least when that must-have game is released I won't have regrets wishing that I'd purchased a different console!

ANNE KITCHING, DERBY

CUBE: *With prices this low, we reckon that a good many of you will be going multi-format, and why not?*

ON THE MONEY?

OK now don't get angry with me but...I've never been on great terms with Mario for various reasons. However, after reading several reviews of the upcoming *Mario Sunshine* and deciding the it was actually good I was ready to forgive, forget and ignore the fact that I hate the staring character and enjoy some top notch gaming, but then SHOCK...HORROR when I look at the price, 60 British pounds a pop! Now, is this a hideous misprint, the price for an import copy or the price Nintendo is actually planning to charge for the game? I will spit fury if it is, what does Nintendo think this is charging an extra 20 Sterling just for reasons unknown? I know it's a good game if not a fantastic one, but do we see other companies jacking up the price because the game scores highly? Were classics like *Final Fantasy X* or *Halo* an



extra £20 because they got top reviews? Or perhaps they are cranking up the price by £20 for the name of the character that game stars in the game? If so, that's a load of S***E and does that mean were gonna see others like Sonic and Donkey Kong following suit? If it's all a big misunderstanding then I'll say sorry and reserve my very own copy of *Mario Sunshine* right away. If it's all true however, I couldn't be more angry if Mario came round to my house on Christmas day, killed my family and set fire to all my presents and should I ever see someone resembling him in the street I'll take out my aggression on him. That's the end of my rant. Great mag by the way...

ANDY T, VIA EMAIL

CUBE: Thanks for that, Andy. We've tried not to tinker with your mail too much so as not to dampen the sense of anger you

so clearly wished to express. Though we would love to see you spit fire, we do have to tell you that the £60 quoted is the price of the import version. There, does that make you feel better? Good.

AT THE BACK

I find myself walking into games shops and discovering that the GameCube games are at the back of the shop when the Xbox and PS2 games are at the front. Are all shops being prejudiced to our precious little box? Is the Cube is going to go the same way as the Dreamcast? So why is the Gamecube being banished to the back? Like the Resident Evil cover...

JAMIE MCDALD, VIA EMAIL

CUBE: Maybe this is some kind of conspiracy! Has anyone else found that their local games emporium is hiding their GameCube wares right at the back of the shop? If so, email us and we'll investigate.

KIDDIE CORNERS?

I have recently purchased a GameCube and I am wondering if the Nintendo team are still going to bring out family-orientated games, or whether they are going to start bringing out more adult-themed games, like the PS2 and X-BOX.

DENNIS HOGG, VIA EMAIL

CUBE: Okay, here goes... *The Xbox and PS2 are both home to games aimed at children but the public perception is that the two consoles are aimed at older gamers specifically. Nintendo's stance is somewhat different, as the company has stated on several occasions that the GameCube is aimed at gamers irrespective of age. Therefore, as with any console, you should find games that suit your needs and gaming desires whatever they may be.*

CONSPIRACY PART 2?

As a paranoid 16 year old who likes to dabble in Photoshop now and again, I'd like to bring something to your attention which I think is a Microsoft-esque (how fitting) doctoring of pre-release screenshots of *StarFox Adventures*. I've included a screenshot that I want you to look at, possibly get someone on the team to look at it. In the red circle you can see the lovely water effect Rare uses in the game, but what's that? Fox's head and left arm have been rippled and reflected in the water, which wouldn't happen if this was being processed in real-time by the GameCube. Someone's bugged up with the Selection tool me thinks...

Do you think that this is an early sign of Rare turning to the Dark side and following Microsoft's example of the sun glare in their snowboarding game (*Amped?*) or am I reading too much into this? Those pills must have stopped working...

SPIKEYMATT, VIA EMAIL

CUBE: Too much cheese before bedtime methinks. We've seen the game running. We've played it, and Rare has pulled off some amazing tricks to make *StarFox Adventures* look this good without the aid of Photoshop trickery!



TXT LIFE

We want your text!

LET'S TALK ABOUT TXT

I BET THE NEXT NINTENDO CONSOLE WILL BE A JOINT EFFORT WITH SEGA CALLED THE GAME FUSION OR SOMETHING, IT WILL BE THE ULTIMATE CUBE: Thanks, Mystic Meg...

OH SO ITS OLD HAT BUT ANY CHANCE OF COMMAND AND CONQUER ON THE CUBE CUBE: It's very unlikely

ISNT IT FUNNY THAT MARIO BEIN AN ITALIAN PLUMBER TAKESA HOLIDAY 2 SUMWHERE THAT LOOKS QUITE LIKE ITALY -D CUBE: HILARIOUS!

WOTS GOING ON? 6TH SEPT HAS PASSED & STILL NO TURBO 4 GAMECUBE - THE SUSPENSE IS KILLING ME!! ITS OUT ON PS2? CUBE: The PS2 is welcome to it. If waiting for it is killing you, try playing it!

PLEASE TELL ME IF AND WHEN MARIO KART IS OUT FOR GAME CUBE? CUBE: Expect it next year.

WHERE DO I GO TO WORK FOR YOU. CUBE: Here.

PEOPLE ARE SAYING THAT ZELDA IS RUBBISH AND THE GRAPHICS ARE CRAP BUT I DON'T CARE ZELDA IS A CLASSIC AND ALWAYS WILL BE CUBE: That's the spirit!

* SOME TEXT MISSING* CUBE: Too true...

WHAT A GREAT MAG. I THINK ITS BRILL BUT NEED A NEW GAME HAVE YOU GOT ANY FREE DEMOS CUBE: None at all!

CAN I COOK SANDWICHES IN MY CUBE? IF SO FOR HOW LONG? CUBE: Only if it's a breville...

SORRY?

Hey!! Whats with you guys? you never replied to any of my e-mails, whats going on?! PETER CONOR, VIA EMAIL CUBE: We don't write, we don't call...

CUBE

ISSUE ELEVEN

FORUM FRENZY



What you lot have been saying on the **CUBE** forum, located at www.totalgames.net/forum/

Since it was revamped back in January, the forum has proven to be a popular place. Many of you have taken the opportunity to talk to us, exchange advice and share views. This is just a small sample of the fun to be had on the **CUBE** forum.

TOPIC: DON'T YOU FEEL SORRY FOR?

Author: I=NGCUBED
That bloke who waited 2 months in a tent for Turok and when he got it it was a pile of tosh.

CUBE: We know, fella, but we've spared you lot the pain, haven't we?

TOPIC: WHY TIMESPLITTERS2?

Author: Cubemaze
Why are you all going so mad on TS2? Okay so the level editor looks good and the multiplayer will be fun but from what I've seen the one player looks boring! So what if it's the team behind GoldenEye?

Author: Cubemaze
What score do you think it will get? I'm buying Die Hard instead of this.

Author: shitigotaheadrush
I might end up getting both.

Author: Cubemaze
Another problem about TS2 is that its multi-format. Probably means the graphics will be based on the PS2 version so it does little to the image of the Cube. CUBE will probably rate in the 90% mark though.

Author: Zero Point
I wouldn't class the single player as boring because it has many different time periods, all very different.

The PS2 version is technically sound - one of the best looking games on that system. Someone actually managed to make it do nice textures for a change! So no worries really.

Author: Cubemaze
But there are so many good titles like StarFox Adventures (mmm....two discs!) coming in Oct-Dec that I may have to pass on TS2!

Author: Wonkey Kong
Whadaya mean the single player looks boring?! I think it looks great fun and I'll get TS2 on launch day. Die Hard will be great too, but I don't really want 2 FPS when other awesome titles are coming out like Starfox Adventures and Super Monkey Ball 2.

I think TS2 will get 9.4 & Die Hard 9.3

CUBE: It's hard life, eh?
Choosing which of the amazing games you are going to have to buy for the GameCube over the next few months... Moan when you have no games to choose from, moan when you have too many. There's no pleasing some!

TOPIC: CUBEHEAD URE NAME IS SAM COE ARE U FROM ST.NEOTS ???

Author: NGC-Subscriber
i know someone called sam coe!

CUBE: Isn't that nice, he has a friend!

TOPIC: MULTIPLATFORM CUBE?

Author: Numpy
Now keep your hair on please but do you think CUBE mag should cover Xbox and PS2 news?

(long sentence alert..deep breath)
Of course I don't mean in a big way but maybe half a page each per month to update those people who have GC as there only next gen console and don't buy multiplatform mags but might be interested in what the competition is up to or be thinking about getting another console.

It could be played straight and serious or a little bit cheeky.

I'll start shall I? Numpy that is a ridiculous idea and you are senile!

CUBE: Though **CUBE** has no plans to start reviewing PS2 or Xbox games, would it be worth acknowledging other systems games in the mag? You know where to go if you want to have your say...

HONOURABLE MENTIONS

(or those people who have made all us **CUBE** lot happier bunnies)

Will Haven, for his insightful, sometimes cutting remarks about GameCube mags. **Mr alligator**, for being just a little odd. **Booster**, for trying to beat the **CUBE** team at the 'who knows what's going on at Rare' game - we won! Oh, and countless others who have recently joined us!



WHERE IT'S AT!

To find out what all the fuss is about, why don't you check out the forum yourself - if you haven't already. Joining In the fun couldn't be simpler!

STEP ONE:

Get yourself online. It's fairly simple - most PCs and Macs these days are Internet capable, whether they are at school, college or in the library. Tempted to surf the Web at work? Check carefully what your company's Internet policy is first - it might be a better idea to go to an Internet cafe! If you're very lucky, you might be one of those people who have a computer at home.

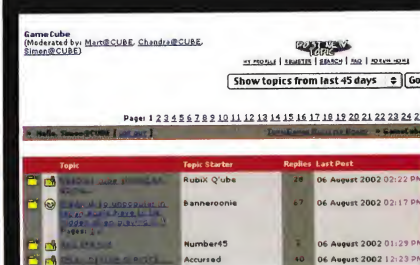
STEP TWO:

Type the following into the Net Browser window: www.totalgames.net/forum/. This will give you read-only access to the forum. To get in on the fun, you'll have to register - you can do that by clicking on the originally titled 'REGISTER' icon at the top of the page. Fill in your details, choose a name and then wait for a password to be emailed to you (which will arrive in a password).



STEP THREE:

Er, that's it... Thousands of you have already joined in, so it's obviously pretty simple, heck, even all of the **CUBE** team managed to register first time and if you're lucky, you'll get a chance to speak to them there!



READER REVIEWS

Okay, so here's the deal – You send us a 130-word review and we, in return, send you a wealth of peripherals? As ever, you can send your reviews to us on the Forum, via email or even through the post – it couldn't be simpler!

THE NINETY PERCENTERS...

PIKMIN



PUBLISHER: NINTENDO
DEVELOPER: IN-HOUSE
ISSUE REVIEWED: 7
CUBE RATING: 9.0



WHAT MAKES THIS a beautiful game is the overhaul and reworking of a tired old strategy formula that has been transformed into a simplistically controlled experience that puts you in charge of a hundred Pikmin. A scary thought, but the flowing controls are a gem to negotiate. Loaded with originality, the game has the power to immerse you into a cartoon world where the local inhabitants look like they have all had a high dosage of radiation, transforming them into mutated misfits; the colourful army at your disposal. With visuals that pack a punch and great sound effects that suit the game perfectly, Pikmin is one of the best games on the GameCube.

PAUL ROGERS



9.5
READER'S
SCORE

F1-2002



PUBLISHER: ELECTRONIC ARTS
DEVELOPER: IN-HOUSE
ISSUE REVIEWED: 9
CUBE RATING: 7.6



BOASTING THE OFFICIAL FIA license, this title was eagerly anticipated by all GameCube owning F1 fans. The graphics certainly look the part and the authenticity of the F1 world is also here, with a full array of rules and regulations ensuring that if you fancy barging Schuey off the track, there WILL be penalties. The game's main failing is that while it tries to align itself more to the simulation side of an arcade racer, the control layout means it's just too easy to ram the drivers in front. Whilst this is fine if you fancy obliterating the rest of the field, those of you seeking a more realistic racing experience would do well to wait to see what next years inevitable update will offer.

RAOUL DUKE



6.0
READER'S
SCORE

VIRTUA STRIKER 3 VER 2002



PUBLISHER: INFOGRAMES
DEVELOPER: SEGA
ISSUE REVIEWED: 8
CUBE RATING: 8.4



AN OFFICIAL LICENSE? Pah! *Virtua Striker 3* certainly doesn't need it. The first thing you'll notice are the graphics. It's one of the best-looking games on the GameCube, beaten perhaps, only by *Resident Evil*. But with footie games all that matters is how it plays, right? Unfortunately, this is where this game stumbles. The camera is too close to the action allowing you to admire the lovely visuals even more but this means you often can't see a player to pass to. So you'll end up guessing where to put the ball which means it's pretty inevitable that you'll lose possession. It's a shame really, because everything else in the game is marvellous. At least it's better than FIFA.

ROSS MORLEY



8.5
READER'S
SCORE

CUBE

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BEAT THE TEAM

ISSUE ELEVEN

WIN!

A veritable potpourri of Joytech pads and peripherals.

BLIMEY, MISSUS... you lot certainly showed us this month. Just when we thought that we were quite clearly the kings of games, our mailbox exploded and out poured more entries for issue nine's challenges than Sylvia Saint has boobs... so more than two then. In fact, we were pretty much snowed under with people claiming to have beaten our scores and indeed, you all did pretty well... but just not as well as the people listed here. We even had our very first two-way tie in the *Super Smash Brothers Melee* challenge – while the standard of entry was rather high (not many came in under 150 kills), two scores shone above everyone else. So, what to do... do we favour one person above the other? Of course not – they both get prizes! Such is the generosity of **CUBE**... if you can manage to beat our top scores, of course. Think you're up to the challenge? Well, you'd better be – we've got some real doozies this month...



THE WINNERS!

If you see your name down below, then... well, you've won. Nice one! Expect to see your prizes soon...



CHALLENGE ONE: Agent Under Fire
NAME: Vincent McCarthy, Cork
FASTEST TIME: 48 Seconds

CHALLENGE TWO: Super Smash Brothers Melee
NAMES: Kar Heung Ho, High Wycombe
Robert Wright, Surrey
FOES DEFEATED: 170 Kills

CHALLENGE THREE: Virtua Striker 3
NAME: Benjamin Watson, Co. Durham
HIGH SCORE RECORD: 9-1 to England



This month, we've got a rather eclectic mix of games for you to play on...



CUBE

GAMECUBE HINTS, TIPS AND CHEATS 7 DAYS A WEEK!
LIVE CHEATS HOTLINE!

0906 9060374

Calls cost £1.50 per minute at all times. Call charges will appear on your standard telephone bill. Please seek permission from the person paying the bill, before calling. Operating hours seven days a week, from 8am till 11pm. If you have any queries call the customer helpline on 0870 739 7602

CHALLENGE ONE

USING JILL FINISH AS FAST AS POSSIBLE!

RESIDENT EVIL

We ran an import challenge to complete this rather popular game in the fastest time possible a while back... but none of you were good enough. That's why Simon's back to show you all how it should be done – to beat him, all you have to do is pick out a character and then race through as quick as you can. Heck, you can even play on Easy if you're a real wuss... but then, that's hardly difficult now, is it?

SIMON'S FASTEST TIME:
3H:30MINS:
46SECS



CHALLENGE TWO

SHYU-RYU-KEN!

CAPCOM VS SNK 2: EO

Yes, it's true – having tried to show you the way to true enlightenment in Capcom's great 2D beat-'em-up, Master Mathers can still kick your arses at it. Of course, now he's laid down the ultimate challenge... do you think you can get more Groove Points than him in a basic one-on-one Arcade battle? Use any character – he cares not which one. Hi-ya!

MART'S GP RECORD:
1639.300



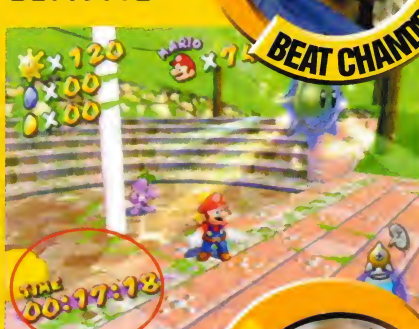
CHALLENGE THREE

USE FLUDD WISELY...

SUPER MARIO SUNSHINE

This'll be splash-landing in the UK at about the time you'll be reading this, so now you're chance to show us what Mario's made of. Head for Episode Five of Gelato Beach (that's the third level, through the lighthouse) and take on Il Piantissimo in a race; you might need the Rocket Nozzle if you're to have any chance of beating Chandra though!

CHANDRA'S FASTEST SPRINT:
00:17:18



IMPORT CHALLENGE

GO FOR THE EXPERT STAGES!

SUPER MONKEY BALL 2

Good old Byron... always a sucker for a monkey. All the more reason why his challenge this month was to score as many points as possible on the simian success that is Super Monkey Ball 2 – he whizzed through Beginner mode like a pro and scored a whopping total, only just missing the end of the Extra stages in one go. Can you beat him? Ei-Ei-Poo!

BYRON'S HIGHEST SCORE:
118503



WHAT A PICTURE



How to take that perfect snapshot

Right, so you've played like a madman and finally managed to beat one of our challenges... so what do you do now? Well, you'll need to get a photo of your accomplishment or, better yet, record the whole thing on video so that we can check it out for ourselves. If you're going to be adventurous and record a video, please be warned that we can't return any tapes sent to us. Those of you sticking to regular photography though might want a few tips on how to snap the perfect piccie...

- Turn off all the lights in your room so that you reduce the chance of light reflection on the screen. Also, turn down the brightness slightly on your TV to reduce any glare that the camera might pick up on.
- Switch off the flash of your camera – the light from the TV will be more than enough to illuminate the picture – and besides, the last thing you want is to have your photo ruined by flashing out the screen.
- Take several pictures, in case your first few turn out to be duds. No picture means no prize... remember that!

Be warned though – photos sent by email are NOT acceptable, as they can be doctored in any bog-standard paint program. People that use cheats or NTSC copies of games to get a better score (unless you're entering the import challenge, of course) will also be scorned and most likely ridiculed within these very pages. Finally, please note that we WILL NOT be able to send back anything that you send in as proof of your score – those of you who've been asking us for videotapes back or even sent in the only memory card you own, please take note of this rather important point...

YOU'VE GOTTA BE IN IT TO WIN IT!

Once you've beaten any of our challenges and got your proof, you'll need to send it along to us – no proof means no entry, so make sure you post it to the usual address:

I'VE BEATEN THE TEAM!
CUBE MAGAZINE
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BOURNEMOUTH
DORSET BH1 2JS

THE DEADLINE
FOR THIS ISSUE'S
CHALLENGES IS
1 NOV 2002
SO YOU'D BETTER
GET YOUR
SKATES ON!

CUBE

ISSUE ELEVEN



CHEATING MONKEYS



Forget about writing works of Shakespeare... these monkeys like nothing better than bringing you the very best in GameCube tips and cheats that they can... lucky chimps!

TOP GUN: COMBAT ZONES



➔ This game certainly managed to take our breath away... so while we get it back, here are a handful of useful tips and cheats.

• UNLOCK EVERYTHING

Enter your name as SHPONGLE at the start of the campaign to unlock all the levels, eras and planes without having to play a single mission.



SEGA SOCCER SLAM

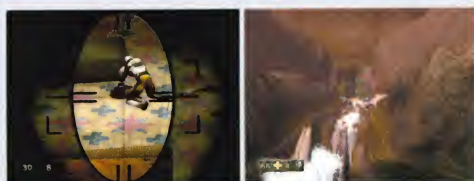
➔ The wait's certainly been worth it – the UK version of *SEGA Soccer Slam* is even better than the original. Of course, the cheats are just as great too...

• CHEAT CODES

Enter any of these cheats on the title screen (where each player comes on and taunts you) to get the desired effects. To turn the cheat off, just enter it again in the same way.

EFFECT	CODE
ALTERNATE TEAMS	X, Y, DOWN, DOWN, DOWN, DOWN
ALL STADIUMS	R, R, RIGHT, RIGHT, UP, UP, UP, UP, X, X
ALL PLAYER ITEMS	LEFT, X, LEFT, X, LEFT
INFINITE TURBO	L, R, RIGHT, UP, X, X
INFINITE SPOTLIGHT	L, R, DOWN, RIGHT, Y, X
MAXIMUM POWER	L, R, LEFT, RIGHT, Y, Y
BIG HEADS	R, L, UP, UP, Y, Y
BIG HITS	L, R, UP, UP, X, Y
8-BALL	R, RIGHT, UP, UP, Y, Y
BEACH BALL	R, RIGHT, RIGHT, DOWN, Y, X
BLACK BOX BALL	R, LEFT, LEFT, DOWN, X, X
CRATE BALL	R, LEFT, DOWN, RIGHT, Y, X
EYEBALL BALL	R, RIGHT, DOWN, UP, X, X
GLOBE BALL	R, RIGHT, RIGHT, LEFT, X, X
KID'S BLOCK BALL	R, LEFT, RIGHT, RIGHT, Y, Y
KID'S PLAY BALL	R, RIGHT, UP, DOWN, X, Y
OLD SCHOOL BALL	R, RIGHT, LEFT, LEFT, Y, X
REMY'S HEAD BALL	R, LEFT, RIGHT, LEFT, X, Y
ROB'S HEAD BALL	R, LEFT, UP, LEFT, Y, X
RUSTY CAN BALL	R, LEFT, UP, UP, Y, Y
MODERN FILM MODE	Y, X, Y, X, Y, X, RIGHT, LEFT, RIGHT, LEFT, RIGHT, LEFT
CLASSIC FILM MODE	X, Y, X, Y, X, Y, LEFT, RIGHT, LEFT, RIGHT, LEFT, RIGHT





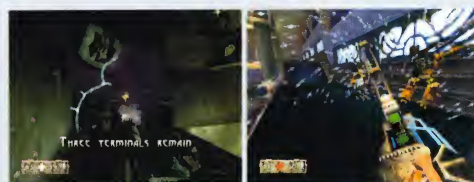
TUROK EVOLUTION

➔ If you bought this game regardless, you'll probably want some codes to help you get through it in one piece... hey, you're the one that paid £40 for it, not us.

• CHEAT CODES

Enter the following passcodes on the Cheats menu, then turn the effects on and off as you need them:

EFFECT	CODE
INVINCIBILITY	EMERPUS
ALL WEAPONS	TEXAS
INFINITE AMMO	MADMAN
INVISIBILITY	SLEWGH
BIG HEAD MODE	HEID
SECRET ZOO STAGE	ZOO
TARGET MINI-GAME	HUNTER



UFC: THROWDOWN

If you're bored of playing around with sweaty men in tights, you might be pleased to hear that there are plenty of secret fighters available...

• CHARACTER REQUIREMENTS

JOHN MCCARTHY

Win the Gold and Silver belts with each of the original fighters in the heavyweight division.

BRUCE BUFFER

Win the Gold and Silver belts with each of the original fighters in the middleweight division.

MARIO YAMASAKI

Win the Gold and Silver belts with each of the original fighters in the light heavyweight division.

DANA WHITE

Win the Gold and Silver belts with each of the original fighters in the lightweight division.

CARD GIRL

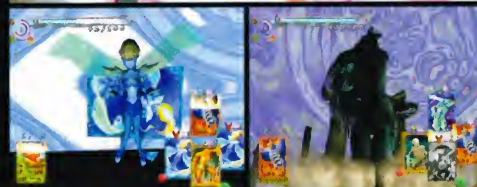
Win the Silver belt with ALL of the original fighters.

LEONZO FERTITTA

Win the Gold and Silver belts with each fighter in the welterweight division.

CHIMP'LL FIX IT

Our monkeys have been getting so excited about the prospect of answering questions about *Super Monkey Ball 2* that they haven't slept for months... but then again perhaps its because they don't have any eyelids. Anyway, if you've got any gaming queries you can send them to: **Chimp'll Fix It, CUBE Magazine, Paragon Publishing, Paragon House, St Peters Road, Bournemouth BH1 2JS** or alternatively, you can drop the an e-mail to cube@paragon.co.uk



ELEMENTARY, MY DEAR...

Dear Cheating Monkeys,

In the game *Lost Kingdoms*, I've got to Ruh-Arok Temple – inside, there are four doors that just won't open. Each door has an element on it, but I don't know how to get in. Could you please tell me how to open these doors?

Thanks, chimps!

Dominic Sheard, West Yorkshire

The monkeys say...

"In the Ruh-Arok temple, you need to have a large number of different types of corresponding card to open each door – for example, you'll need lots of water cards to open the blue door. Once you've completed the game, you can go back to previous levels to collect more cards. If you haven't done that, then the only option is to visit the Apothecary and see if you can transform any of your current cards into ones you don't yet have. Completing the levels hidden behind the doors isn't needed to complete the game, but it does make things easier."

SECRET AGENTS' SECRET

Dear Cheating Monkeys,

I got *Agent Under Fire* for my birthday and have managed to complete it rather easily. However, what I'm wondering is how to get my hands on the Rocket Launcher in the Cold Reception stage without setting the alarm off... if you help me out, there's a banana in it for you.

The cackling idiot, via TGN Forum

The monkeys say...

"Ahh, piece of cake. When you enter the room where the blueprints are, you'll see the Rocket Launcher (and some armour) behind a glass panel in the wall... of course, smashing the glass to get it sounds the alarm, which isn't a good idea. Look right though and you should see a large picture of one of the twins – go up to it and press the A Button to uncover a secret door that leads safely to it."



IT'S A PEACH...

Dear Cheating Monkeys

I enjoy playing *Super Smash Brothers Melee* but when I even try to attempt event 51, I get pummelled into the ground. All the great users on the forum have given me tips, but do you have a winning banana... I mean, formula that I can use?

Cheers,

Jorge Baoh, London

The monkeys say...

"Okay... this is a good technique, but perhaps a little cheap. Pick Princess Peach and go to the edge of a level – wait for the opponents to follow you, then double jump and float to the other side of the map to avoid getting hit. Keep evading damage by luring the trio of enemies from one edge of the map to the other, but keep an eye out for any useful items. By collecting these, you'll have a much better chance to attack which should make thing a lot easier..."



SHARE YOUR GAMING GENIUS!

If you have any tips or cheats that you would like to share, then send them in to: **CUBE, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth, BH1 2JS**. Or share 'em on the forum at www.totalgames.net

Q&A RESIDENT EVIL SURVIVORS

□□□□

ISSUE ELEVEN



EVENING CHILDREN - ROB ZOMBIE HERE (THE UNDEAD MONSTER FROM THE SPENSER MANSION, NOT THE AGING ROCK IDOL). NO, WAIT! DON'T RUN AND GET YOUR SHOTGUN! DESPITE BEING A MEMBER OF THE UNDEAD, I'M HERE TO HELP YOU ALL WITH YOUR RESIDENT EVIL PROBLEMS... LET'S GET ON WITH IT, SHALL WE?



Dear Rob Zombie

I'm in the Gallery in the Residence and I've just fumigated the Bee's Nest, but Plant 42 keeps killing me. I've heard you can weaken it with the V-Jolt, but I can't solve the keypad puzzle to get into the room. Are there any clues lying around the Residence that I have missed or is it just luck?

Simon Northway
Llanishen, Cardiff

Rob Zombie says:

Indeed, you can weaken the beast (in fact, if you use the V-Jolt with Jill you don't even have to fight Plant 42), but you will need to crack the code first. The clue is on the pool table in the recreation area – the colour of the balls and the number on them relates to the coloured symbols under the three candles, which are red, green and orange. Use the table below to unlock the door (and once you have the V-Jolt you will need to go back to the Aqua Ring and use it on the roots in the security room).

SHOW ME A SIGN

SYMBOL COLOUR NUMBER



ORANGE

5

RED

3

GREEN

6



Dear Rob Zombie

I've acquired the Golden Emblem from the Music Room and have placed it into the slot above the fireplace in the Dining Room, which opens the small hatch beneath the clock face revealing two cogs. Now I can move both cogs, which moves the hands on the clock over one of the four symbols. I can't seem to locate any clues for the puzzles though... is it a matter of trial and error or is there an actual answer to it? Please help... I'm desperate!

Lawrence Nicholson
Devon

Rob Zombie says:

No, no, no... you need to look at the portrait to the left of the clock. If you notice, the swordsman in green has his long sword thrust through his opponent's head, while the bloke in red has his short dagger stabbed into his opponent's chest. If you look at the symbols around the clock, you'll see that the top segment (12 o'clock) is red, while the one at the bottom (6 o'clock) is red. Simply turn the long hand to 12 o'clock and the short hand to 6 o'clock – a small alcove will open up behind the clock, revealing the Shield Key.



Dear Rob Zombie

Argh! I'm in the catacombs beneath the mansion grounds, at the bottom of the freight elevator where Barry leaves you stranded. I've crushed the box and collected the Broken Flamethrower, but I cannot place it on the hooks next to the locked door. I'm pretty sure this is where I'm supposed to place the thing, but it just won't go on. Have I missed something somewhere or do I need to kill (or at least confront) Lisa Trevor wandering around the passageway?

Uncle Bingo
TotalGames Forum

Rob Zombie says:

Ah, the famous Uncle Bingo – sadly, your eyesight seems to require some fine-tuning as you've obviously missed a rather important switch located in the passageway nearby. As you enter the area, go right to where the passage bends around. You should notice here a large switch on the wall; activate this and you'll get about 15 seconds to reach the hooks and put the Broken Flamethrower in place before the hooks retract again. Your only real problem during this mad dash is the obstacle of Lisa Trevor... if you can avoid her, all the better for you.





➔ **Dear Rob Zombie**

I've never played the original *Resident Evil* (or any of the sequels), so knowing that the GameCube version is a re-make of the original, I've been using an old guide as I battle my way through. Unfortunately, having realised that there are in fact new areas (and bosses), I've come to a dead end. Now that the water has drained out of the Aqua Ring, I'm stuck on a small gantry with the giant shark sitting in the shallow water below motionless... yet when I enter the water he eats me! How do I kill him? I've used all my ammo, yet he still survives! Please don't say it's similar to *Jaws* (gas tank, rifle, 'Smile you son of a bitch' etc...)

Lewis Luckland
Nottingham

Rob Zombie says:

You seem to be looking too much into this one, as it's actually quite simple (and no, forget all you've seen in *Jaws*). All you need to do is push the control console in front of you into the water where Neptune lies and then activate the switch on your left to send a massive surge of electricity through the console and fry the giant beast to a crisp. Now just simply enter the water and collect the Gallery Key from next to the smouldering corpse... easy!



➔ **Dear Rob Zombie**

Playing as Chris, when I enter the small office at the rear of the mansion (second visit) I can hear Rebecca scream, but I just cannot find where she is. Is there a specific room she's in or does she randomly move around? Please help... it's driving me insane, I've finished the game without her, but I really want to complete it properly with all three characters alive!

Malcolm Lynch
Kingston, London

Rob Zombie says:

Ah, you are obviously not paying much attention when this occurs – you'll

notice that the caption suggests she's directly above you. Make your way up to office where you collected the Dog Whistle earlier; as you enter the room, Rebecca will be huddled in the corner with a Hunter slowly walking towards her. Once he turns on you, you need to exterminate him quickly before he kills you with a deadly head swipe. If however you don't make it to the office within four minutes, you'll find Rebecca in a bloody heap on the floor instead. Considering she's only upstairs, you'd need extremely bad co-ordination to not make it in time... so RUN!



TRAITOR!

WESKER'S POSTBAG

➔ **Dear Wesker**

Having survived the dangers of Spencer Mansion, I've stumbled across an old friend in the creepy depths below. An old friend and colleague, a one Barry Burton, has pulled a gun on me (which I quickly took from him). But that awful Lisa Trevor turned up and began ripping the place apart, Barry asked for his gun back, but I wasn't sure which would be for the best. Should I give it back, or should I keep that handsome firearm for myself? Please help sir!

Jill Valentine
Raccoon City Police Department

Albert Wesker says:

Ah, I see you have come to a rather fateful dilemma – do you give back the gun to someone who has already tried to kill you once before, or do you keep it for yourself and let fate decide his path? If you're going for the best ending, then you'll want to give Barry the gun back, so as he can help in the ensuing battle. If, however, you're like me and don't give a flying toot about what happens to him (or you for that matter), then keep the gun... Barry will be launched into the abyss (he was useless anyway) and you'll have to fight Lisa alone. The choice is yours. Keeping Barry alive is essential for getting the best ending (providing you save Chris in the Lab). However, if you let Barry die and keep his Magnum for yourself, you will find it extremely useful against the Tyrant later on – a single shot from it will kill the monster instantly.





AND NOW, THE GALLERY

Dear George Trevor

I'm having a real mare in the Gallery Room in the Mansion where you have the switches below the portraits. Depending on how many lights hit each picture, it turns the portrait one of three colours. Are there any clues lying around as to which switch I need to push, or is it all just about pressing them at random? No matter how many different patterns I try, whenever I hit the switch beneath Lisa Trevor's portrait the crows always seems to attack me, Help!

Jonathan Wilson
Newquay

George Trevor says:

There is an extremely subtle clue located on the portrait of Lisa, which indicates the colour each picture needs to be – take note of the three coloured pieces of jewellery she's wearing. If after that you're still unsure as to which switches to hit, take heed – the knight has to be orange, the knave green and the old man purple before finally you hit the switch beneath the portrait of my daughter. Get it right and you'll open the secret door leading out into the small graveyard, revealing the final Death Mask. Voila!

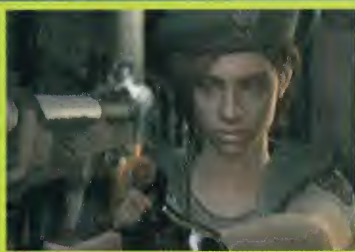


BARRY'S COMBAT SCHOOL

TODAY TARGET: ZOMBIES (RHA – ROTTING-CORPSEUS-MUTATACUS)

Okay kids... playtime is over! It's time to lock, load and get ready to kick some serious undead butt [01]. Our target today is the Zombie – a rather docile foe that is driven by the most basic of impulses... the need to feed! There are many ways in which you can take one of these monsters down, but the most effective way that I find is to either decapitate them [02] or burn them [03]; these are the only real ways to prevent them from returning). The Shotgun is good for claiming heads, although it will need to aimed high and you'll need to wait until the last second before firing off a round. However, either version of the Magnum has an 80% chance of taking heads [04] and can be used from long distances. Good hunting... and remember, the only good Zombie is a dead Zombie!

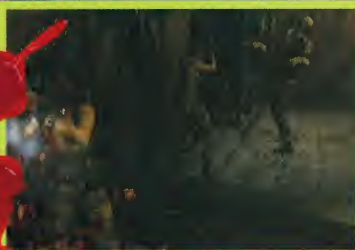
[01] Let's lock and load, people!



[02] Crimson Heads are nasty



[03] Get the aim just right, Jill!



[04] One shot and off with his head!



⊕ WELCOME TO THE WORLD OF SURVIVAL HORROR!

WISH UPON A STARS

⊕ Dear Mr Redfield

I've finished the game with both you and Jill, but I can't seem to unlock any of the hidden modes except for 'Once Again'. I did finish it on the easiest setting... does it matter which difficulty I play it on or is there something I missed? Also, how many different modes are there and how do I unlock them? I can't do it on my own...help!

Richard Fletcher
Email

CHRIS REDFIELD SAYS:

I can see where you're going wrong already, Richard – playing on the easiest setting will only help you unlock the extra costumes for each character. You'll need to start off by playing it on either Normal or Hard. The different modes of play are as follows:

■ REAL SURVIVAL MODE

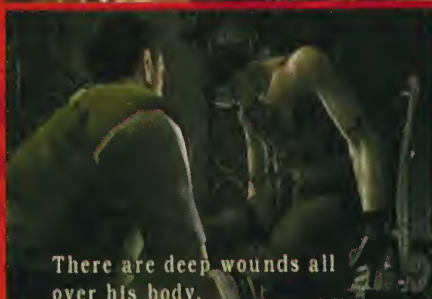
Complete the game once with either Jill or me on Normal. Real Survival mode means that none of the chests are magically linked, meaning you will need to do a lot more back-tracking when looking for and sorting items.

■ INVISIBLE ENEMY MODE

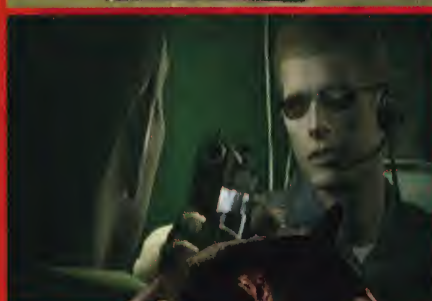
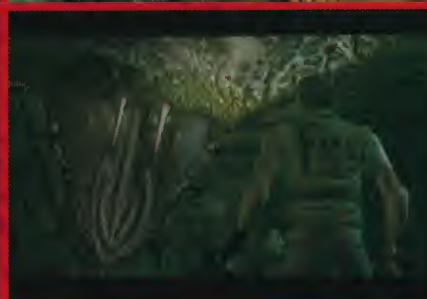
You can unlock this mode by either completing Real Survival mode once or by finishing the game with both Jill and me on Normal or Hard. While playing in Invisible Enemy mode, all the enemies are (yep, you've guessed it) invisible and only reveal their position when they attack you or you shoot them.

■ ONE TOUGH ZOMBIE

Unlocked once you complete the game with both Jill and me on either Normal or Hard. In this mode you will have the rather tough zombified version of your mate, Forest Speyer, appearing in random rooms around the mansion strapped with C4 explosives. If you attack him in any way, he'll explode and level the entire mansion (killing you in the process) – if he does get hold of you, let him bite you and leave the area quickly (he won't follow you through doors). Once you have placed all four Death Masks in the crypt, he will disappear for good.



There are deep wounds all over his body.



BEACH SPIKERS

SEGA come good with another multiplayer bonanza, so take to the sand and spike your way to victory!

INFORMATION

BEACH SPIKERS

PUBLISHER: INFOGRAMES

DEVELOPER: AM2/SEGA

GENRE: SPORT

PRICE: £39.99

PLAYERS: 1-4



CHEATS

CLASSIC SEGA OUTFITS

To open up these marvellous costumes, enter these words as your name when you create a new World Tour game. If done correctly, the word should disappear and you'll be able to put in your real name (or another code) and continue. Try the following words to take some of SEGA's previous stars to the beach!

JUSTICE Unlocks Uniform 105, Uniform 106 and Glasses 94. Your very own Virtua Cop will now be able to uphold the law on the beach!

DAYTONA Unlocks Uniform 107 and Uniform 108. Creating your very own *Daytona* girl has never been easier!

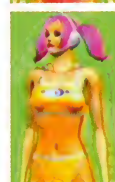
FVIPERS Unlocks Uniform 109, Uniform 110, Face 51 and Hair 75.

Combine these parts to go spiking as Honey of *Fighting Vipers* fame!

ARAKATA Unlocks Uniform 111, Uniform 112, Uniform 113, Face 52 and Hair 76. Ulala from *Space Channel 5* will now lend her volleyball skills to your cause!

PHANTA2 Unlocks Uniform 114, Uniform 115, Face 53 and Hair 77. Old school meets new school as one of the stars of *Phantasy Star 2* gets a beach-ready update!

OKTORII Unlocks Uniform 116 and Uniform 117. Simple but stylish SEGA beachwear is now at your disposal.



A+B=X?

FIDDLY FINGERS

■ If you're finding that pressing **A** and **B** together to perform some moves is a little more risky than you'd like, you can use the **X** button instead: it's automatically set up to do the same job, only without running the risk of missing one button or hitting one too early. This is particularly useful for the jump service.





TUTORIAL MODE

FIVE INCREASINGLY TRICKY challenges in five varied aspects of the game: a total of 25 tough challenges. You also have to watch each Tips To Win video to fully complete a section, so do this before you start playing properly or you'll have to go back to it later when you already know it all! Check below for the lowdown on how to ace each of the tasks.

SERVICE:

Except for the two power tests, these are all about positioning, so lay off the power and place these well! Use the **Ⓢ** service unless told otherwise: it's easier to get right than the others. You should easily be able to clear these first five simple tasks in no time at all.

RECEIVE:

The first four are simple but the last challenge is a little trickier. Luckily, the first three balls always go to the same locations: 1 and 2 go to the centre of the baseline and the third is aimed in the middle again, right next to the net. Balls 4 and 5 vary, but usually go to one of the corners. As long as you have your players spaced to either side of the court (see diagram below), you should be able to deal with whatever they throw at you.

TOSS:

As before, the first four tests are easy and the fifth appears tricky until you realise there is a pattern to how the balls are played. Again, see the diagram below for the positioning pattern to ace this set of challenges.

ATTACK:

As with previous challenges, the early ones won't test you but the later ones are somewhat evil. The final Attack test is the toughest of the lot but the team on defence

usually stick around the same places so can be beaten with the same five shots every time.

1. Go for a powerful **Ⓢ** shot straight down the middle of the court.
- 2, 3. Hold **Ⓢ** and hit **Ⓢ** to drop the next two just over the net.
4. This is tricky but get as far left as you can then take a full-power **Ⓢ** shot to the far right corner; this nearly always does the trick.
5. Back up to full power again, a maximum power **Ⓢ** + **Ⓢ** shot at the net should clinch your victory.

BLOCK:

All five of these involve blocking one or more shots (1-3 are all one shot, 4 is three shots and 5 is a whopping five shots in a row) by positioning yourself and pressing **Ⓢ** at the right time to jump and stop the shot. Line up the rounded target at your base with the one that appears under the attacker as quickly as possible and press **Ⓢ** in plenty of time to make a successful block. Keep trying if you fail: the later trials are tough, but with a little patience you should block your way through them soon enough.

EXTRA UNIFORMS

Completing all 25 tasks in Tutorial mode unlocks Uniforms 71-86 for World Tour mode. The wardrobe is growing all the time!





ARCADE MODE

THIS IS A basic eight-team tournament where you must take your chosen pairing to glory in the finals! Default settings for Arcade mode will start each match on ten points per team, so games are shorter than usual; you'll have to make every play count. After the third match (the tournament final), a fourth team will challenge you. This will usually be one of the teams used to reach the High Score table and they will often be sporting a new outfit for World Tour mode. There are eight such outfits to unlock and here's how to get them all!

FINISH ARCADE MODE ONCE: Unlocks Uniform 87 and Uniform 88. Revel in the shiny chrome goodness!

FINISH ARCADE MODE TWICE: Unlocks Uniform 90 and Uniform 91. Metallic gold swimsuits are now up for grabs!

FINISH ARCADE MODE THREE TIMES: Unlocks Uniform 93 and Uniform 94. Metallic platinum bikinis are your reward this time!

FINISH ARCADE MODE AS JAPAN: Unlocks Uniform 103 and Uniform 104. Give your beach bunnies a spot of culture with these oriental outfits.

GENERAL TIPS

- Using Japan to play through on one of the first few times is recommended: this way you'll get four outfits as a reward rather than the usual two!
- Changing the Arcade mode settings in the Options screen from Original to Arcade may make racking up points and unlocking outfits a little simpler: it makes all services successful and all teams equal, regardless of stats!
- From your starting corner, aim a full-power **A** service into the opposite corner. It may not have the force of the jump serve but it frequently catches even good teams off guard for a few easy points – and in Arcade mode, that's all you need to win
- After finishing World Tour mode for the first time, you should have a team that's at least good, if not great! Use your World Tour pairing in Arcade mode by selecting Edit on the Team Select screen and it'll work just like in World Tour: you control the main character and the computer will take your partner, which makes life rather simple.
- Picking a good team like Brazil, Cuba or Australia not only gives you the upper hand over most lesser teams but also means you won't need to play against your own nation.
- Use the One-Touch shot (**A** + **B**) whenever you think an opponent will try for a block; you'll bang the ball right into them and take the point!
- Get yourself as central as possible in the target area before pressing a button: the closer you are to the middle, the more powerful the shot that follows can be!





WORLD TOUR MODE

THE REAL HEART of *Beach Spikers* lies in the life-sucking wonder that is World Tour mode. You'll need to start by creating your own character (appearance only – ability is all down to the way you play!) and also your partner. Your team-mate is entirely computer controlled and how she plays relies heavily on her statistics: as you play through the eight various competitions, you'll earn points for winning matches and for good teamwork which can be spent on improving your partner's abilities in whatever way you choose. As with the other modes, there are plenty of new parts (among other things) up for grabs – here's how to get them!

Play a match in Round 1: Unlocks the Pringles stage in VS play.

Play a match in Round 3: Unlocks the Holiday Inn stage in VS play.

Play a match in Round 5: Unlocks the Nissan stage in VS play.

Play a match in Round 7: Unlocks the Nintendo stage in VS play.

FINISH WORLD TOUR ONCE (IN ANY POSITION): Unlocks Uniforms 96-102, Hair 71-74 and Glasses 86-93.

Several colourful swimsuits, a few straw hats and a couple of sets of comical glasses are now usable on a new character.

FINISH WORLD TOUR IN OVERALL FIRST PLACE: Unlocks Uniform 89, Uniform 92 and Uniform 95.

These are one-piece swimsuits in the metallic colours of those earned through Arcade mode.

BEAT DURAL TEAM: Unlocks Face 54 and Face 55.

The Dural Team appears after you finish a World Tour in overall first place, having played exceptionally well and won the majority of the individual tournaments.

GENERAL TIPS

- Don't expect to be a fearsome side when you start out... although you may be playing like a demon, your partner will be absolutely awful! Just do your best to build up your team-mate in time for those tough later games.
- One of the most important stats for your World Tour partner is Block: once this starts getting high, she'll block practically every shot that comes her way and this gives you a great advantage against the likes of Brazil and Australia. The Response rating is also highly important... if left low, all too often she'll just stand there and watch the ball fly by!
- Your created characters can range from the sublime to the ridiculous; you'll have to decide whether you create a beautiful blonde beach beauty, a grim green-skinned gargoyle or better still, one of each!
- Blocking shots is a very risky business; unless you are confident that you can stop a shot, just wait for it to come down or let your partner take the block instead.
- If you're aiming for the top, the playoff matches are some of the most important: even if you get knocked out early on, you can still earn a respectable position by winning the playoff match.
- If you really must win by any means, save your game after each win and reset your machine once the final point goes against you. You'll start exactly as you were before that match.
- Every ten points in a game, you'll get a break and an opportunity to talk to your partner. What you say affects the Teamwork stat, which in turn changes how many points you get to spend on your partner after the match. If she's played pretty well, don't be afraid to 'Praise' her – it shouldn't go to her head! Use 'Encourage' most of the time as it's a kind of happy medium. If she's really been awful, you can use 'Reprimand' to pick her game up a little, but be aware that this is likely to knock Teamwork down.
- Once Teamwork is on 100% (it doesn't take all that long), select 'Do Nothing' at every opportunity. This is the best way to avoid losing any Teamwork for saying the wrong thing.



WELCOME TO ADVANCE...

It might have more than its fair share of brand new and innovative titles, we're more than happy to see some of the more classic games from our childhoods resurrected on the Game Boy Advance. This month's release of both *Worms World Party* (which isn't exactly that old) and *Super Ghouls N' Ghosts R* show that games don't have to be incredibly complicated or snazzy to be fun... as long as you've got the addictive gameplay elements necessary, it'll be a winner. In the case of *Worms*, it's the multiplayer aspects and satisfaction you get from blowing stuff up – with *Ghouls N' Ghosts*, the sheer frustration and need to get just that little bit further is what makes it tick. Never let it be said that graphics are the be all and end all of decent games...



ADVANCE

Only the best make it into ADVANCE – if it isn't here, it isn't worth buying...



WORMS WORLD PARTY

Ewwwww! The Game Boy Advance has got worms!

CUBE

INFORMATION

PUBLISHER: UBI SOFT

DEVELOPER: TEAM 17

GENRE: PARTY PUZZLER

PLAYERS: 1-4

RELEASE: OUT NOW

STATS

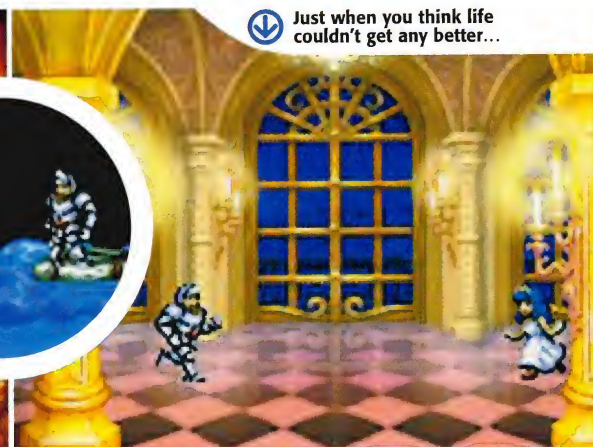
- CLASSIC GAME COMES TO GBA
- MASSIVE SELECTION OF WEAPONS
- ASY-TO-HANDLE CONTROLS
- LONG-RUNNING MISSION MODE
- LINK UP WITH YOUR MATES

IF YOU WANT definitive proof that a game doesn't need to have fancy graphics or complicated gameplay to be classed as a classic, you only need to look at *Worms*. The premise is simple – use the selection of high-powered weapons available to blow up the enemy worms... oh, and that's about it. It's *Tanx* for the 'yoof' generation and manages to work on practically every format it's ever been on – and that now includes the Game Boy Advance.

Taking the original Dreamcast version as a base, the GBA port of *Worms World Party* is pretty much everything you'd expect. For starters, it's got two single-player modes that'll keep you going for a fair old while like the basic Deathmatch, which pits you against a variety of computer teams on random generated arenas. The rather tough Mission mode adds stipulations and goals to the mix, making it more of a challenge to progress through the stages; you

might have to collect a certain weapons crate or survive for a period of time, but it's never easy. However, the focus of the game lies with the Multiplayer mode and it's here that *Worms World Party* really shines – get some mates together with their GBAs and you won't want to put it down. Perfect for a long journey or when you've got your friends round, Ubi Soft has proven once more that having worms ain't necessarily a bad thing...

CUBE
RATING
8.7



SUPER GHOULS 'N GHOSTS R



"ANYONE WHO THINKS THEY'RE GOOD AT GAMES SHOULD TRY THIS IN ONE CONTINUE..."

Can you handle one of the toughest games ever made?

YOU KNOW, GAMERS these days have it easy – it's all too common to see someone buy a game and finish it within a day or so, thus wasting their money in the process. What you need is a really tough game that'll show you what real skill is all about... something like Capcom's latest GBA release, in fact.

Harking back to the days when we were young (well, young-ish), the game that had everyone throwing their consoles against the wall in frustration was *Super Ghouls 'N' Ghosts* – a platform game where you, as the generic armour-wearing hero, had to save the damsel from an evil demon. However, doing this required pixel-perfect jumping skills and reflexes like some kind of mutated puma... yep, it's a damn tough game

and no mistake. Unsurprisingly then, the GBA version (which is a spot-on conversion of the SNES game) is just as hard, if not more so – thankfully, Capcom has thought to include a save feature that can be used to bookmark your progress through the game. This means that when you do reach those checkpoints, grab that Golden Armour or beat that rather nasty boss, you'll be able to stop for a quick breather or even (god forbid) turn off your GBA and do something else. Believe us, you'll need it because even on Easy, this'll have you breaking your GBA into little pieces. It's worth it though – after all, when you do finally get through to the end in one piece, you'll be a better gamer because of it. Really, you will.

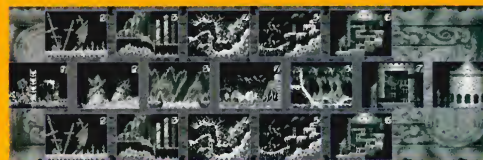
CUBE	
INFORMATION	
PUBLISHER:	CAPCOM
DEVELOPER:	IN-HOUSE
GENRE:	PLATFORM
PLAYERS:	1
RELEASE:	4 OCT '02
STATS	
■ ONE MIGHTY TOUGH GAME	
■ PERFECT PORT OF THE SNES GAME	
■ ADDITIONAL NES/ARCADE LEVELS	
■ TONS OF WEAPONS AND ENEMIES	
■ CHOOSE YOUR OWN ROUTE	

CUBE RATING
8.8

WHAT'S THE 'R' STAND FOR?

MIXIN' IT UP, OLD-SKOOL STYLE...

We're guessing that the 'R' in *Super Ghouls 'N' Ghosts R* stands for Remix – that's because Capcom has included an additional Arrange mode on top of the basic Arcade game that throws in a bunch of extra levels from the NES and arcade versions of *Ghosts 'N' Goblins* (the prequel to *Ghouls 'N' Ghosts*) for good measure. When you reach the end of each level, you'll be presented with a level tree; depending on how well you did in the previous stage, you'll be able to choose which stage you go onto next. Some of these new stages are even tougher than the regular ones though, so be prepared for a rather nasty shock when you get to the later levels...





Switching viewpoints is a nice touch, but it doesn't help you see where to go...



COLIN MCRAE RALLY 2

Gentlemen, start your engines... Colin McRae's here to race you into the dirt!

CUBE	
INFORMATION	
PUBLISHER:	UBI SOFT
DEVELOPER:	CODEMASTERS
GENRE:	RACING
PLAYERS:	1-4
RELEASE:	OUT NOW
STATS	
■	SIX LOCATIONS ACROSS THE GLOBE
■	FIVE DIFFERENT RALLY CARS
■	ACTION REPLAY MODE
■	LOTS OF MULTIPLAYER EVENTS
■	CO-DRIVER SPEECH!

IF THERE'S A name that's synonymous with rally driving, it's Colin McRae – he's quite clearly 'da man' when it comes to anything involving four wheels and a whole lot of open road. As well as being the king of rally though, he's also managed to find the time to develop possibly the best realistic racing game on the Game Boy Advance so far (even though he's named it after himself)... talk about being multi-talented, eh?

Okay, so we know it wasn't him – we're not that dumb... probably. However, *Colin McRae Rally 2* is definitely one of the greatest rally games to grace the GBA to date because it's got... well, pretty much everything you could ever want. Tons of tracks?

Check – four per country, with six different countries to visit.

Smart graphics? Check – every track looks rather special, although they're not quite as nice as the ones *V-Rally 3* offer. Fantastic gameplay, spot-on car control and an unbelievable multiplayer option? Double check – where *Colin McRae* loses to *V-Rally 3* on visuals, it makes up for in sheer playability, feeling and additional game modes. In fact, everything about *Colin McRae* (the game, not the person) comes across as being absolutely perfect... even the sound of the engine and the incredibly impressive speech from Nicky Grist (Colin's faithful co-pilot and lifelong chum) is exactly how it should be. The bottom line is that if you want a more realistic racing game for your GBA that got a license you can rely on, this is the one to go for... anything else and you'd be doing yourself an injustice.

CUBE
RATING
94



IT'S A FIXER-UPPER

OOH, FIDDLY STUFF

After every other rally stage, you'll have a chance to carry out some repairs on your car – every time you crash during each race you'll sustain a little damage, which ultimately causes your car to handle slightly differently. While there's no restriction on which repairs you can carry out, there is a limit on how many you can do; each repair takes a certain number of minutes to complete and with only a virtual hour to spend working on your vehicle, you'll have to make sure that you carry out the right ones if you want it to handle right in the following races...



STUDIO EYE

THIS MONTH... HOTGEN STUDIOS

Not another Croydon-based developer? Why don't we get to visit the ones in Hawaii or Vegas? Is anyone listening?



STUDIO EYE

➤ INFORMATION

COMPANY NAME: HOTGEN STUDIOS

START UP DATE: 1998

FOUNDER: FERGUS MCGOVERN
KEVIN MCGOVERN

WEB SITE: WWW.HOTGEN.COM

ADDRESS: NLA TOWER
12-16 ADDISCOMBE ROAD
CROYDON, ENGLAND
CR0 0XT

➤ PLATFORMS

■ GAME BOY COLOR, GAME BOY ADVANCE,
PSONE, PS2, XBOX, GAMECUBE

➤ VACANCIES

■ ALWAYS INTERESTED IN ENTHUSIASTIC,
TALENTED AND DEDICATED CODERS AND
ARTISTS. SEE WEB SITE FOR FURTHER DETAILS.

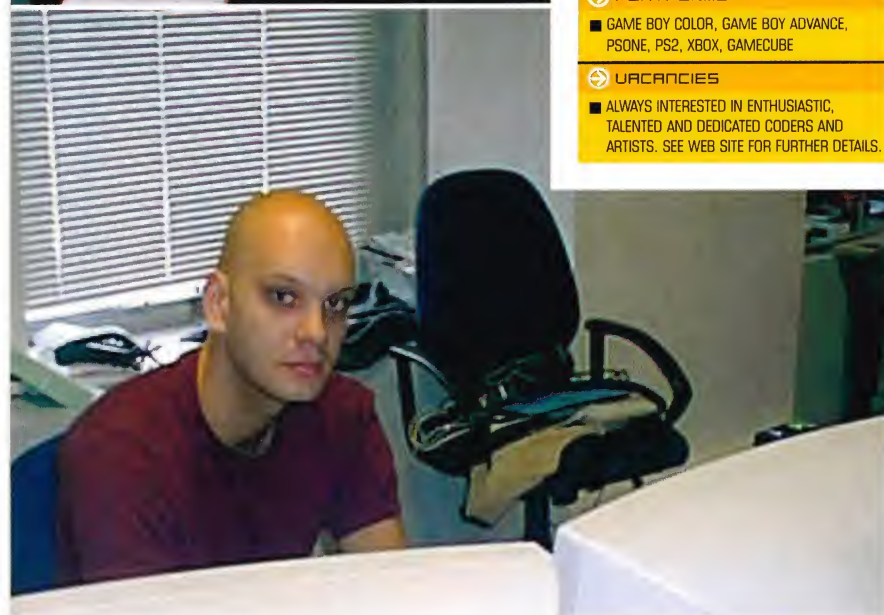
FERGUS MCGOVERN IS an old hat as far as videogames development goes. Having founded Probe Entertainment, the Liverpool-based studio went on to develop many hit titles and was eventually bought out by Acclaim in the mid '90s. Towards the end of 1997 Fergus left what had become Acclaim Studios Teeside and started up another company by the name of HotGen.

The relatively young development studio shares more than a few similarities with another studio that **CUBE** has visited. Both HotGen and Crawfish Int are based in Croydon. Both have offices on the umpteenth floor, over looking the town below, and both have built their reputations by producing top class Game Boy and Game Boy Advance conversions. Classics such as *Indiana Jones and the Infernal Machine*, *Star Wars: Obi-Wan's Adventures*, *Mat Hoffman* and *Tony Hawk's 3* have seen the team being trusted by the likes of Activision, THQ and LucasArts to provide faithful reproductions of big-name brands on Nintendo's handheld. This has led to original projects such as *Rally Championship* on the PSone.

The company currently comprises of three teams, who are working on

Eggo Mania, *World's Scariest Police Chases 2* and *Batman: Dark Tomorrow*. Original puzzler *Eggo Mania* arrives on GBA, PS2, Xbox and GameCube and has just recently been completed. *WSPC2* is currently only due to be released on PS2 and Xbox because "the more mature aspects of the game wouldn't suit the GameCube." The sad truth seems to remain that there are still some publishers that see GameCube as a kids' machine despite the fact that the average age of a GameCube owner is 23. Despite this, Mark Fisher (Director Of Development) tells us that they did have the game running on GameCube and that it was looking pretty sweet. Rest assured, when the publishers do their market research properly, the transition to GameCube won't be a lengthy one. Finally, there is *Batman: Dark Tomorrow*, which HotGen is helping Kemco with. While Kemco Japan is still holding onto the GameCube version, the PS2 and Xbox reigns have been handed to HotGen.

The next few months are going to be filled with challenges to say the very least and with over 70 experienced staff spread over the three teams, there's no better company to be dealing with them than HotGen.



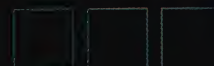
TAKE A LOOK THROUGH THE EYE



↑ We can think of no better place for inspiration than Croydon high-street.

“KEMCO JAPAN IS LOOKING AFTER GAMECUBE BATMAN: DT WHEREAS HOTGEN IS RESPONSIBLE FOR THE PS2 AND XBOX VERSIONS”

IN THE CUBE WITH...



JAMES STEWART

**PRODUCER,
HOTGEN STUDIOS**

CUBE: How did you first get into the industry?

JS: Approximately eight years ago I applied for a QA (tester) position at Probe Entertainment. The rest is history.

CUBE: What did you want to be when you were younger?

JS: Either a GP motorbike rider or an assassin. To date I have not succeeded at either but hey I'm still young-ish.

CUBE: If you could be any famous person who would it be and why?

JS: Is that dead or living? If dead, James Dean – lived fast, died young. If alive, it would have to be Ron Jeremy – I won't say why.

CUBE: Top three videogames of all time?

JS: 3 – *Age of Empires*, 2 – *Half-Life*, 1 – *Doom*. I'm a major fan of first-person shooters and RPG's. Other memorable games include *Duke Nukem 3D*, *Warcraft 3*, *C&C* and *Medal of Honor*.

CUBE: Favourite food?

JS: Got to be Indian, especially after copious amounts of alcoholic beverages. I even began to slur halfway through that sentence.

CUBE: What's your favourite band/group?

JS: If I had to choose a band then it would have to be Depeche Mode. Far too many good memories from those days. I'm mostly into trance and house nowadays though.

CUBE: What big games have you worked on in the past?

JS: Ummm let's see. There's a few I can remember. *Mortal Kombat*, *Primal Rage*, *Flash*, *Fifa '96*, *Jeremy McGrath's Supercross 98*, *Hexen*, *Page Master*, *Judge Dredd*, *Bubble Bobble*, *Rainbow Islands*, *Forsaken*, *Tony Hawks 3*, *Kelly Slater's Pro Surfer* and *Eggo Mania*.

CUBE: What are the pros and cons of working on a conversion as opposed to an original title?

JS: *Eggo Mania* on GC is not a conversion. It was developed in parallel with all other formats and therefore is an original game. Conversions generally don't require much design input. Creativity on all levels is at a bare minimum as after all you are purely there to convert an existing game. The best way of thinking about it is that it is almost like creating a game using a robotic production line. Most tasks are predefined; advanced AI for design or creative input is not required and therefore the games are completed faster.

An original game is more like an orchestral symphony. You need high levels of originality and creative input from your design staff. You need highly skilled, enthusiastic and talented individuals as your programming, sound and art staff, and a well-organised and enthusiastic producer (conductor) to bring everyone together. That's me, that is.

CUBE: Someone's been drinking too much...

CUBE: What do you think of the GameCube hardware now that you have had a chance to work with it?

JS: It's a superb little machine. It's powerful, easy to work with and the most portable and cheapest of the lot. In my opinion it has the most endearing games line up of all the next-gen consoles and new and better releases just keep on coming. The best has yet to come on the GC. Watch this space.



Four the quest, four the battle, four adventure.



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PlayStation[®]2

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CUBE

ISSUE ELEVEN

DIRECTORY

We give you the only reviews that you can trust, so it stands to reason that this is the definitive guide...

ADVENTURE

	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
ANIMAL LEADER	Nintendo	Saru Brunei	1	X	X	21	5	NTSC	7.5
BATMAN VENGEANCE	Ubi Soft	In-House	1	X	X	2	6	PAL	7.3
BOMBERMAN GENERATION	Majesco	Hudson Soft	1-4	X	X	3	8	NTSC	8.8
DOSHIN THE GIANT	Nintendo	Param	1	X	X	40	8	NTSC	8.0
ETERNAL DARKNESS	Nintendo	Silicon Knights	1	X	X	15	9	NTSC	9.5
GAUNTLET: DARK LEGACY	Midway	In-House	1-4	X	X	4	10	PAL	4.4
LUIGI'S MANSION	Nintendo	In-House	1	X	Issue 1	3	6	PAL	7.8
RESIDENT EVIL	Capcom	In-House	1	X	X	8+	10	PAL	9.5
SPIDER-MAN: THE MOVIE	Activision	Treyarch	1	X	X	2	7	PAL	6.1
SONIC ADVENTURE 2 BATTLE	SEGA	Sonic Team	1-2	✓	X	6+	3	PAL	8.0
SUPER MARIO SUNSHINE	Nintendo	In-House	1	X	X	15	10	NTSC	9.6
UNIVERSAL STUDIOS	Kemco	In-House	1	X	X	1	6	PAL	3.7

BEAT-'EM-UP

	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
BATTLE HOUSHIN	Koei	In-House	1	✓	X	6	7	NTSC	7.0
BLOODY ROAR: PRIMAL FURY	Activision	Eighting	1-2	X	X	3	6	PAL	7.0
CAPCOM VS SNK 2: EO	Capcom	In-House	1-2	X	Issue 10	2	9	PAL	9.0
SUPER SMASH BROS. MELEE	Nintendo	NCL	1-4	X	Issue 6	11	6	PAL	8.6

PARTY/PUZZLE

	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
PIKMIN	Nintendo	In-House	1	X	Issue 7/8	19	7	PAL	9.0
SUPER MONKEY BALL	SEGA	Amusement Vision	1-4	X	X	5	6	PAL	9.3
WORMS BLAST	Ubi Soft	Team 17	1-2	X	X	3	7	PAL	8.0
ZOOCUBE	Acclaim	Coyote	1-4	X	X	2	9	PAL	7.2

PLATFORM

	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
DONALD DUCK: QUACK ATTACK	Ubi Soft	In-House	1	X	X	6	6	PAL	6.5
PAC-MAN WORLD 2	Namco	In-House	1	X	X	16	5	NTSC	6.1
DISNEY'S TARZAN FREERIDE	Disney Int.	Ubi Soft	1	X	X	8	6	PAL	5.2

THE ESSENTIAL INFO TO EVERY GAME THAT CUBE HAS REVIEWED!

RACING	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
18WHEELER AM-PRO TRUCKER	Acclaim	In-House	1-2	X	X	3	8	PAL	4.4
AGGRESSIVE INLINE	Acclaim	Z-Axis	1-4	X	Issue 10	57	10	PAL	9.3
BEACH SPIKERS	Sega	AM2	1-4	X	X	3	10	PAL	8.0
BURNOUT	Acclaim	Criterion Games	1-2	X	X	6	6	PAL	8.5
CRAZY TAXI	Acclaim	In-House	1	X	X	4	6	PAL	7.3
DRIVEN	Bam! Ent.	In-House	1-2	X	X	3	6	PAL	7.0
F1 2002	EA	In-House	1-2	X	X	7	9	PAL	7.6
SIMPSONS ROAD RAGE	EA	Radical Ent.	1-2	X	X	5	6	PAL	7.8
SMASHING DRIVE	Namco	Point Of View	1-2	X	X	3	5	PAL	3.8
SUPERCROSS WORLD	Acclaim	In-House	1-4	X	X	9	9	PAL	4.6
WAVERACE: BLUE STORM	Nintendo	NSTC	1-4	X	Issue 5	3	6	PAL	9.0
XG3: EXTREME G RACING	Acclaim	In-House	1-4	X	X	3	6	PAL	8.4

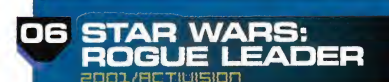
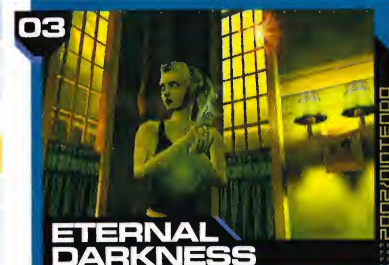
RPG	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
ANIMAL FOREST +	Nintendo	In-House	1-4	✓	X	57	4	NTSC	8.1
LOST KINGDOMS	Activision	From Software	1	X	X	2	8	PAL	7.2

SHOOT-'EM-UP	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
AGENT UNDER FIRE	EA	In-House	1-4	X	Issue 9	3	7	PAL	6.4
CEL DAMAGE	EA	In-House	1-2	X	X	2	6	PAL	4.3
SPYHUNTER	Midway	Point of View	1-2	X	X	6	7	PAL	6.1
STAR WARS: ROGUE LEADER	Activision	Factor 5	1	X	Issue 2/3	3	6	PAL	9.1
TOP GUN: COMBAT ZONES	Virgin	Digital Intergration	1	X	X	7	10	PAL	6.9

SPORTS	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
2002 FIFA WORLD CUP	EA	In-House	1-4	X	X	29	6	PAL	7.2
DARK SUMMIT	THQ	Radical	1-2	X	X	4	8	PAL	6.2
DAVE MIRRA FREESTYLE BMX 2	Acclaim	Z-Axis	1-2	X	X	4	6	PAL	7.4
ESPN INT. WINTER SPORTS 2002	Konami	In-House	1-2	X	X	3	6	PAL	6.4
ISS2	Konami	Major A	1-4	X	X	9	6	PAL	8.2
LEGENDS OF WRESTLING	Acclaim	In-House	1-4	X	X	3	7	PAL	4.7
NBA COURTSIDE 2002	Nintendo	Left Field	1-4	X	X	7	8	PAL	6.8
NBA STREET	EA	NUFX	1-2	X	X	10	6	NTSC	8.9
NFL QUARTERBACK CLUB 2002	Acclaim	In-House	1-8	X	X	4+	4	PAL	6.7
NHL HITZ 2002	Midway	Black Box Games	1-4	X	X	5	6	PAL	9.1
SEGA SOCCER SLAM	SEGA	Black Box Games	1-4	X	X	4	8	NTSC	9.0
SSX TRICKY	EA	EA Sports BIG	1-2	X	X	8	7	PAL	8.8
TONY HAWK'S PRO SKATER 3	Activision	Neversoft	1-2	X	Issue 4	6	6	PAL	9.0
VIRTUA STRIKER 3 VER. 2002	SEGA	Amusement Vision	1-2	X	Issue 10	2+	8	PAL	8.4

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SWEET LITTLE HEARTBREAKER... FOXY!

Oh, boy... have we got an exclusive review for you! After countless delays and problems, Rare's finest (and probably final) GameCube title lands in our laps. The verdict? You'll have to wait and see...



BIG GAMES

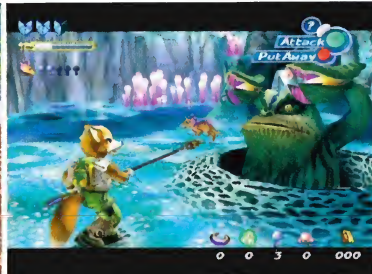
MORTAL KOMBAT: DEADLY ALLIANCE

FINISH HIM... FINISH HIM GOOD!

Sticks and stones may break our bones, but fatalities make us smile – yes, the goriest beat-'em-up franchise ever is back and this time, it ain't pulling any punches. We go one-on-one with Midway's finest and give you all the bruises you'll ever need...



**CUBE
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Definitive reviews of ALL the latest GameCube titles

REVIEWS



PHANTASY STAR ONLINE

Playing along with the Japanese has never been so much fun...



DIE HARD: VENDETTA

Can Mr McClane live up to the hype? Yipee-ky-aye, muddy funsters!



ACE GOLF

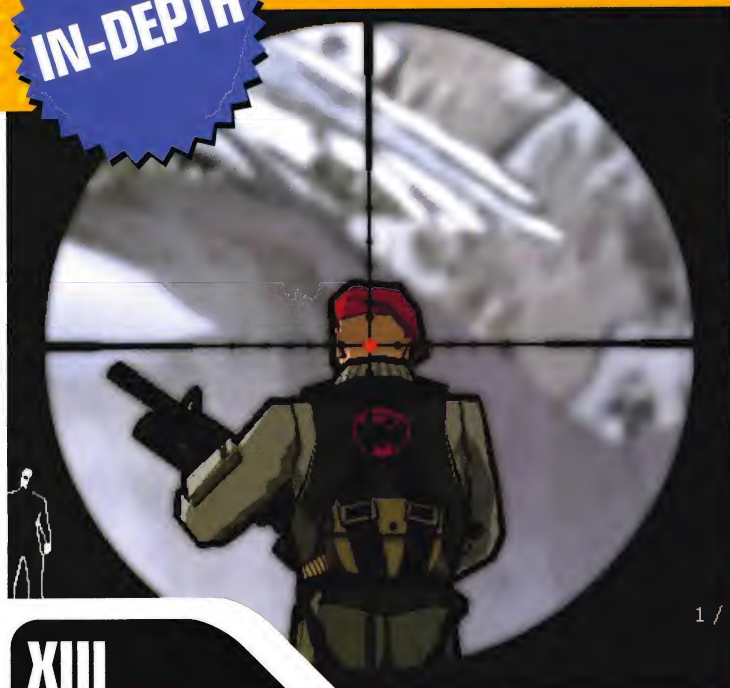
Fooooore! Eidos dish up a tasty slice of cartoon-styled golfing pie.



MICRO MACHINES

The classic racing franchise finds its way back onto the GameCube.

IN-DEPTH



XIII

⊕ IN-DEPTH

It might be unlucky for some, but Ubi Soft's new first-person shooter looks like one of the most gorgeous examples of the genre yet...

All the latest information and screenshots for all the greatest games!

- The Legend Of Zelda
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If you want to be a vampire, you've got to suck it... suck it good!

- Crash Bandicoot: Wrath Of Cortex ↙
- Pac-Man Fever ↙
- Rally Fusion ↙
- Godzilla: Destroy All Monsters Melee ↙
- Freekstyle ↙
- Eternal Darkness: Sanity's Requiem ↙
- Need For Speed: Hot Pursuit 2 ↙
- Harry Potter: Chamber Of Secrets ↙
- WWE Wrestlemania X8 ↙
- The Scorpion King ↙
- Big Air Freestyle ↙

Plus all the latest cheats, tips and hints for the best GameCube titles!

*Note: We reserve the right to alter content



INTERVIEWS

⊕ STUDIO EYE

ASYLUM

Even in the heart of the big smoke, you can find gold... we head down to Asylum Entertainment to exclusively uncover not just one, but TWO of the brand new GameCube titles in development there...



ASYLUM
entertainment

SOLUTIONS

⊕ PROBLEM SOLVED

TIMESPLITTERS 2

We loved this to pieces, so it's only fair that we spend hours playing it to uncover all the secrets, objectives and levels just for you... blimey!



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- 10 visually different, themed stages.
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"Urban Yeti is by far one of the weirdest, zaniest, most bizarre games out there, and it rocks....we could just sit and play this game forever." -GameNow Magazine

- The strangest game you've ever played. Real motion-captured yeti!
- Parallax background scrolling gives the illusion of depth in the cities.
- 4 unique city stages you have to learn each one's twists and turns in order to achieve your ultimate goal.
- Sound effects are so realistic, you can almost taste the city!
- Play one of two ways-smash your way through the city or avoid detection all-together.



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GAME BOY ADVANCE

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- 8 Classic brain challenges on a single game cartridge. Backgammon, Checkers, Chess, Dominoes, Mah Jong Reversi, Sink-Ships and 4-In-A-Row
- 10 different A1 levels, from beginner to highly advanced.
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- Saveable game status and statistics.
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TELEGAMES

GAME BOY ADVANCE



- First person shooter.
- Full 3D smooth scrolling.
- Digitized stereo sound effects.
- Multi-player (4) mode with Link cable.
- In-game adjustments for screen brightness.
- One player Death Match against three robots.
- In-game adjustments for player rotation speed.
- EEPROM back-up to save two separate games.
- FMV (full motion video) introduction.
- Smoke and transparency effects.
- Too many adversaries to count.
- Twelve levels to infiltrate.
- Nine unique weapons.
- In-game speech.



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Spiderman

2002 FIFA World Cup
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One Minute Man
4 My People

Hip Hop
Tupac - California Love
Dr Dre - Next Episode
DMX - Party Up

Old Skool
Searchin' For my Rizla
Bombscare
Out of Space

Eminem
Without me
Bong Song
Way I Am

Oasis
Stop Crying Your Heart Out
F***ing In The Bushes
Don't Look Back In Anger

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triples

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Spider-Man Theme
SPIDER-MAN

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Little Less Conversation
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2165651
Without Me
The Bong Song
GUSS WHO'S BACK?

2165652
Stop Crying Your Heart Out
OASIS

2165653
Can't Get You Out Of My Head
FYJIE

2165654
Scooby-Doo Theme
SCOOBY DOO

logos

2165536
PAC-MAN

2165537
NINTENDO GAMECUBE

2165538
SCOOBY DOO

2165539
J.K. NOXVILLE

2165540
I ♥ BASE

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YOU WANT IT

2165531
I can see you

2165533
THE SIMPSONS

2165534
SPIDERMAN

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X X X

postcards

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THE SIMPSONS

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THE SIMPSONS

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SLIPKNOT

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DMOB CHART

2165449	Gareth Gates - Stupid Mistake
2165450	S Club Juniors - Automatic High
2165451	Shakira - Underneath Your Clothes
2165452	Scooter - The Logical Song
2165453	Vanessa Carlton - A Thousand Miles
2165454	Nelly - Hot In Here
2165455	Ashanti - Foolish
2165456	JLo - I'm Gonna Be Alright
2165457	The Calling - Wherever U Will Go
2165458	Beyonce Knowles - Work It Out
2165459	Chad Kroeger - Hero
2165460	Christina Milian - When You Look
2165461	Liberty X - Just A Little
2165462	Ronan Keating - If Tomorrow Never Comes
2165463	Kylie Minogue - Love At First Sight
2165464	Enrique Iglesias - Escape
2165465	Pink - Don't Let Me In
2165466	Spice Girls - Holler

FILM & TV THEMES

2165470	Star Wars Theme
2165473	Big Brother Theme
2165475	Knight Rider Theme
2165469	South Park Theme
2165472	Superman Theme
2165468	Spiderman Theme
2165471	Scooby Doo Theme
2165474	Coca Cola Theme
2165480	Twilight Zone Theme
2165476	James Bond Theme
2165477	Mission Impossible Theme
2165479	Thunderbirds Theme
2165467	Addams Family Theme
2165478	Professionals Theme

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--- After connecting to the service ---
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Hottest

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#	TONE / ARTIST	CODE
1	METAL GEAR - Nintendo	68 2056
2	DOOM - pc	68 0872
3	MAX PAYNE - pc	68 0905
4	STAR WARS - theme	68 0249
5	SUPERMARIO - Nintendo	68 0507
6	TERMINATOR - theme	68 0522
7	NATIONAL ANTHEM - USSR	68 0123
8	JACKASS - theme	68 1308
9	DIABLO - pc	68 2106
10	LORD OF THE RINGS - theme	68 2120
11	LEISURE SUIT LARRY - pc	68 0903
12	WITHOUT ME - Eminem	68 2103
13	PARANOID - Black Sabbath	68 0693
14	THE OSBOURNES - theme	68 0702
15	HALO - Xbox	68 2107
16	BLACK SUITS COMIN - Will Smith	68 2108
17	A LITTLE LESS... - Elvis/JXL	68 2114
18	MORTAL KOMBAT - pc	68 2117
19	RAP SUPERSTAR - Cypress Hill	68 0092
20	INTERNATIONAL KARATE - C64	68 0376
21	THE LOGICAL SONG (RAMP) - Scooter	68 2119
22	ROCKY (Gonna Fly Now) - theme	68 0311
23	BUBBLE BOBBLE - C64	68 0371
24	20th CENTURY FOX - Fanfare!	68 2113
25	ACES HIGH - Iron Maiden	68 0389
26	ALONE - Lasgo	68 2121
27	THE GOOD, BAD & EVIL - theme	68 0296
28	COMMAND & CONQUER - pc	68 1143
29	VOODOO PEOPLE - Prodigy	68 0630
30	FREAK ON A LEASH - Korn	68 2122
31	X-FILES - theme	68 0102
32	PURITANIA - Dimmu Borgir	68 2118
33	ACE OF SPADES - Motorhead	68 0210
34	IN THE END - Linkin Park	68 1111
35	KNIGHT RIDER - theme	68 0171
36	FINAL COUNTDOWN - Europe	68 0036
37	ICH WILL - Rammstein	68 1038
38	MIAMI VICE - theme	68 2111
39	SIMPSONS - theme	68 0159
40	EYE OF THE TIGER - Survivor	68 2116

top-40 official fun4me chart



Heavy/metal

1	NUMBER OF THE BEAST - Iron Maiden	68 0716
2	THUNDERSTRUCK - AC/DC	68 0095
3	HOLY DIVER - Dio	68 0322
4	ONE - Metallica	68 0906
5	MY WAY - Limp Bizkit	68 0727
6	YOUTH OF THE NATION - P.O.D	68 1298
7	DU HAST - RAMMSTEIN	68 1158
8	POINTS OF AUTHORITY - Linkin Park	68 1136
9	DREAMER - Ozzy Osbourne	68 2115
10	HERE TO STAY - Korn	68 1319

POP/ROCK

Rock me baby!

1	BORN TO BE WILD - Steppenwolf	68 0894
2	BY THE WAY - Red Hot Chili Peppers	68 2109
3	BULLS ON PARADE - Rage...Machine	68 1186
4	BLACK DOG - Led Zeppelin	68 0021
5	LIGHT MY FIRE - The Doors	68 0059
6	SMELLS LIKE TEEN SPIRIT - Nirvana	68 0988
7	SMOKE...WATER - Deep Purple	68 0864
8	RUNAWAY - Bon Jovi	68 0863
9	MONEY FOR NOTHING - Dire Straits	68 0347
10	SUNBURN - Muse	68 1173

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games top 10

lock 'n' logo!

1	RETURN...WOLFENSTEIN - pc	68 1257
2	RAMBO - C64	68 0698
3	TURRICAN - Amiga	68 1258
4	COMMANDO - C64	68 0372
5	ROGUE SPEAR - pc	68 1146
6	DEUS EX - pc	68 2105
7	JET SET RADIO - Xbox	68 2103
8	LAST NINJA 2 - C64	68 0904
9	TEKKEN 2 - Playstation	68 0889
10	SOUL CALIBUR - Dreamcast	68 1118

DANCE/HIP HOP

Party zone!

1	CALIFORNIA LOVE - Tupac	68 0188
2	SABOTAGE - Beastie Boys	68 1092
3	THE MESSAGE - Grandmaster Flash	68 0289
4	FLAT BEAT - Mr. Oizo	68 0340
5	RESURRECTION - PPK	68 1178
6	RESPONSE - Chemical Brothers	68 0469
7	INSOMNIA - Faithless	68 0324
8	OUT OF SPACE - Prodigy	68 0498
9	PUSH THE TEMPO - Fatboy Slim	68 0997
10	CASTLES IN THE SKY - Ian van Dahl	68 0339

tv/film themes

groovy man!

1	GODFATHER	68 0514
2	PINK PANTHER	68 0166
3	MISSION IMPOSSIBLE	68 0684
4	EXORCIST	68 0217
5	DAS BOOT	68 0298
6	GLADIATOR	68 0177
7	BATTLESTATION GALACTICA	68 0309
8	BORAT (Ali G)	68 1192
9	MEN BEHAVING BADLY	68 0725
10	MACGYVER	68 2110

6110, 6150, 6210, 6310, 6410, 7110, 7650, 8110, 8210, 8310, 8810, 8850, 8910, 9000i, 9110, 9210.

polyphonic top 10

new nokia g310!!!

1	PINK PANTHER - theme	08 0006
2	EYE OF THE TIGER - Survivor	08 0004
3	ALWAYS...BRIGHT SIDE OF LIFE	08 0001
4	STAR WARS - theme	08 0008
5	PARANOID - Black Sabbath	08 0007
6	GANGSTA'S PARADISE - Coolio	08 0005
7	EXORCIST - theme	08 0003
8	SUPERMARIO - Nintendo	08 0009
9	THRILLER - Michael Jackson	08 0010
10	EQUADOR - Sash	08 0002

picture messages top 10

The picture message service requires a compatible Nokia handset of series: 3210, 3310, 3330, 3410, 3510, 5210, 5510, 6210, 6310, 6410, 8210, 8310, 8850, 8890 or 8910.

1 98 0763	2 98 0722	3 98 0735	4 98 0784	5 98 0810
6 98 0754	7 98 0814	8 98 0845	9 98 0856	10 98 0820

Can also be used as background motives on series: 3310, 3330, 3410, 3510, 5210 and 5510.

picture messages

 98 0783	 98 0829	 98 0659	 98 0703	 98 0734	 98 0693
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logos top 20

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1 78 0362	2 78 0031	3 78 0153	4 78 0163	5 78 0412
6 78 0220	7 78 0232	8 78 0269	9 78 0339	10 78 0413
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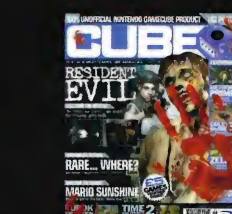
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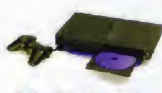
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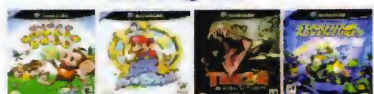


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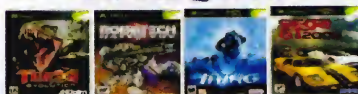
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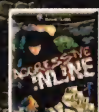
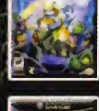
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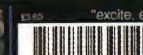
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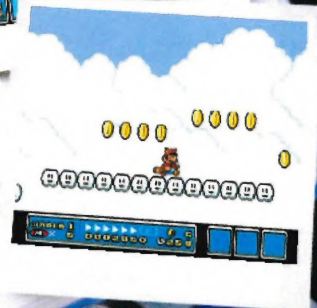
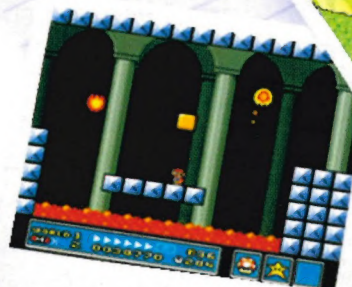
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I ♥ NINTENDO

Welcome, brothers and sisters, to the Church Of The Divine N – a place to come, sit and bathe in the glory of all things Nintendo. You're fortunate, child – it's time for our scripture reading. This month, we shall be reading from the book of Miyamoto chapter three, verses one to four; "Blessed is he who shall create a platform game with more depth and gameplay than anything thou hast ever seen... and features a leaf that turns you into a raccoon." Amen.

SUPER MARIO BROS 3

Despite it being a great game in itself, gamers all around the world groaned in unison when Super Mario World 2: Yoshi's Island was announced as the next Mario title to be converted to the GBA. Why? Because they'd all expected something different – as the upcoming GBA game was called Super Mario Advance 3, everyone wanted it to be what is considered by many to be the very best Mario game ever... When it landed on the NES in the late Eighties (just over two years before the SNES and Super Mario World appeared, no less), Super Mario Brothers 3 was a breakthrough in the platform genre simply because there was so much scope to it. Never before had a platform game gone so far to create an immersive world with so many stages, enemies and goodies to experience... even though they were classic in their own right, Miyamoto had totally blown both previous NES Mario titles out of the water. Playing it through from beginning to end revealed just how much there was to see and do, but even then it was difficult to uncover absolutely everything – even today, we don't think we've managed to find every hidden area and secret there is to discover. Of course, the re-released version of the game in the SNES Mario All-Star collection was even better than the original and it's this that should have been brought to the GBA. We're waiting, Nintendo...



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Advance Rally
Advance Wars
Alienator: Evol. Conts.
Army Men Advance
Army Men: Op. Annihilat.
Army Men: Op. Green
Asterix: Bash Them All
Atlantis: The Lost Empire
B = 02
Back Track
Batman Vengeance
Bomberman Tournament
Boxing Fever
Breath of Fire
Breath of Fire 2
Britney's Dance Beat
Broken Sword
C = 03
Castlevania: C of Moon
Castlevania: Concerto
Castlevania: Harmony D
Chimp Chase
Chu Chu Rocket
Crash Bandicoot XS
Cruis'n Velocity
CT Special Forces
D = 04
Dark Arena
Desert Strike Advance
Dexter's Lab: D. Strikes
Disney's Lilo and Stitch
Donald Duck Advance
Doom
Dragon Ball Z: Leg. Goku
Driven
E = 05
Earthworm Jim
Ecks vs Sever
ESPN Final Round 2002
ESPN Int. Winter Sports'02
ET The Extraterrestrial
Evolution Cont.: Alienator
Extreme Ghostbusters
F = 06
F-14 Tomcat
Final Fight One
Final Round Golf
Fire Pro Wrestling A
F-Zero: Max Velocity
G = 07
Golden Sun
Gradus Galaxies
GT Advance 2
GT Advance Champ.
Guilty Gear X
H = 08
Harry Potter
Hey Arnold: The Movie
High Heat Baseball 2002
I = 09
Ice Age
Inspector Gadget
Int. Super Soccer
Int. Winter Sports 2002
Iridion 3-D
J = 10
Jackie Chan Adventures
Jedi Power Battles
Jurassic Park 3: DNA Fact
Jurassic Park 3: PBuilder
K = 11
Kao the kangaroo
Konami Arcade Advanced
Konami Krazy Racers
Kuru Kuru Kururin
L = 12
Lady Sia
Lego Bionicle: Tohunga
Lilo and Stitch
M = 13
Major Lgue Baseball '02
Mario Advance
Mario Kart Super Circuit
Mario World / Advance 2
Mat Hoffman's Pro BMX
Men In Black: The Series
Midnight Club
Monster Rancher 2
Monsters Inc
Mortal Kombat Advance
Matacross Maniacs Adv.
N = 14
Nancy Drew: H. Mansion
P = 16
Peter Pan: Ret. Neverland
Pinball of the Dead
Pitfall: The Mayan Adv.
Planet of the Apes
Pokemon Blue
Pokemon Crystal
Pokemon Gold
Pokemon Red
Pokemon Silver
Pokemon Yellow
Prehistorik Man
R = 18
Rayman Advance
Ready 2 Rumble 2
Road to Wrestlemania
S = 19
S. Palmer's Snowboarder
Scooby Doo Cyber Chase
Sonic Advance
Spiderman The Movie
Spiderman: M's Menace
Sports I. for Kids Baseball
Spy Hunter
SSX Tricky
Spyro: Season of Ice
Star Wars Jedi P. Battles
Star Wars: Alt. of Clones
Star X
Street Fighter 2 Revival
Super Mario Advance
Super Mario Advance 2
T = 20
Tekken Advance
Tom and Jerry
Tony Hawk's 2
Tony Hawk's 3
W = 23
Wario Land 4
Wolfenstein 3D
WWF Rd to Wrestlemania
Z = 26
Zelda: Oracle of Seasons

GAME CUBE

A = 01
Agent Under Fire
American Pro Truck
B = 02
Batman Vengeance
Beach Spikers
Bloody Roar: Primal Fury
Bomberman Generation
Burnout
C = 03
Cel Damage
Crazy Taxi
D = 04
Dave Mirra BMX 2
E = 05
ESPN Int. Winter Sports'02
Eternal Darkness
Extreme G 3
F = 06
FIFA 2002
FIFA World Cup 2002
G = 07
Gauntlet: Dark Legacy
Groove Adventure Rave
J = 10
J McGrath's Scross World
L = 12
Legends of Wrestling
Lost Kingdoms
M = 13
Madden NFL 2002
MX Superfly
Mystic Heroes
N = 14
NBA 2K2
NBA Courtside 2002
NBA Street
NFL Blitz 2002
NFL Q'back Club 2002
NHL Hitz 2002
P = 16
Pac-Man World 2
Pikmin
R = 18
Red Card Soccer 2003
Resident Evil
S = 19
Sega Soccer Slam
Simpsons: Road Rage
Sonic Adventure 2 Battle
Spiderman The Movie
Spy Hunter
SSX Tricky
Star Wars: Rogue Leader
Super Monkey Ball
Super Smash Bros Melee
T = 20
Tarzan Freeride
The Simpsons: Road Rage
Tony Hawk's 3
Turok: Evolution
V = 22
Virtua Striker 3: V. 2002
W = 23
Wave Race: Blue Storm
WWE Wrestlemania X8
Z = 26
Zoocube
0-9 = 27
007 Agent Under Fire
18 Wheeler
2002 FIFA World Cup



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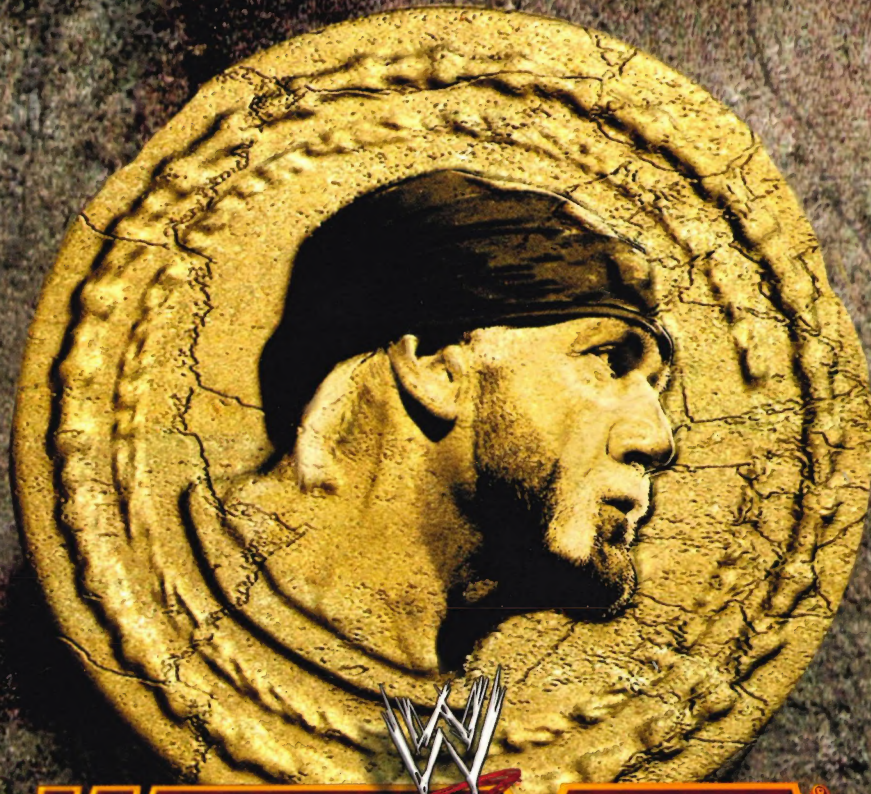
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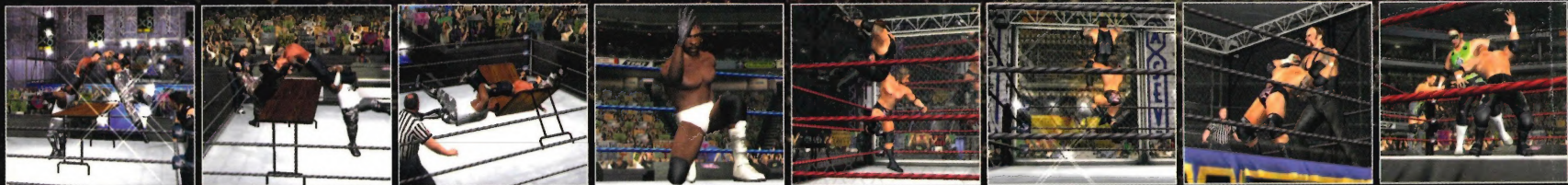
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